Maps

Overview

Take a look at the city and see some of the major sites to acclimate yourself to the area. We've marked points of interest in the Slums and Old Town so that you can keep your eye out for them. This chapter also showcases all of the Collectables in each section of Harran.

MAP LEGEND	ZONE
	Bolter
	Harvest
	Quarantine Zone
	Safe Zone

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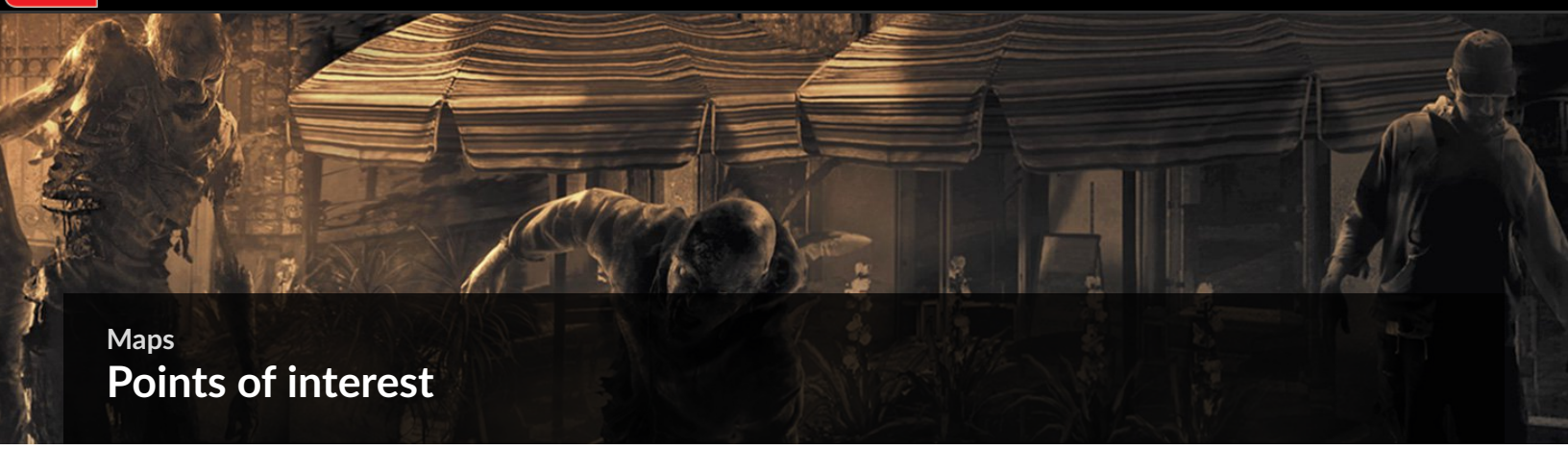

Maps

Points of interest

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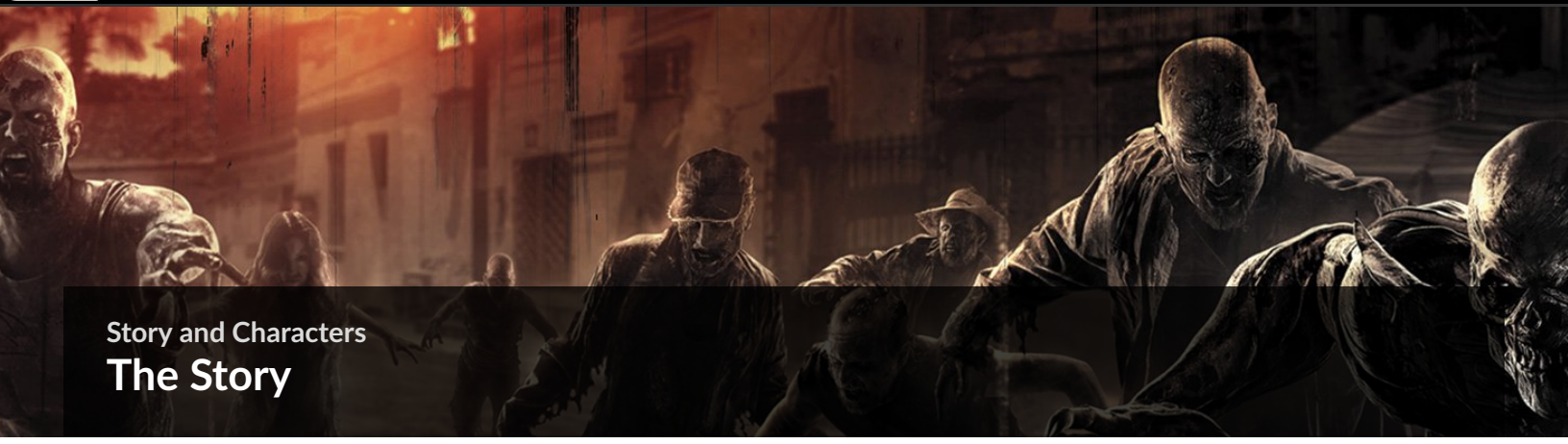

Story and Characters

The Story

A few months ago, there was a viral outbreak in an isolated city named Harran. This was not a normal disease; it turned healthy, strong individuals into shambling, violent Infected. They now control almost all of the city, with only small pockets of survivors wandering through the wreckage, trying to get by in these harrowing circumstances. Medical and supply drops by the GRE help to sustain the survivors, but how long will those keep coming? It is unknown if the government will eventually decide to stop the supplies and turn toward eradication instead. Uncertainty may not be the greatest problem weighing on the survivors, but it's sure one of the most pressing.

Surprisingly, you are not going to play as one of those survivors. Instead, you are the one individual crazy enough to volunteer to go into this mess! Kyle Crane, an operative for the GRE, is going to parachute into the city in an attempt to find out more about the outbreak and see what can be done about it.

On the way, he'll meet survivors who cover the full range of humanity. Some are selfish, others are insane, or even evil. But many are brave, self sacrificing, and will do whatever they can to protect others. It's not your job to save them, but maybe that doesn't matter. Is your duty that much more important than other people? How far are you willing to go to help the survivors?

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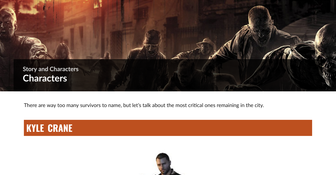

Characters

There are way too many survivors to name, but let's talk about the most critical ones remaining in the city.

KYLE CRANE

Kyle is the protagonist. He's a GRE operative with considerable physical training and aptitude. When it comes to infiltration, evasion, and combat, this is one tough fellow. He needs to be.

JADE

Jade is a survivor who lives in the Tower, a tall residential building that has been fairly well fortified against the Infected. She's also one of the runners who tries to ensure that everyone in the Tower is kept well supplied with food, water, and medicine.

RAHIM

Rahim lives in the Tower. He may be young, but he's fast, eager, and a huge asset to the survivors. He tries to coordinate the various missions for scavenging and supply drops in the city. He's also one heck of a freerunner in training! Rahim is Jade's younger brother, and she tries to keep him from sticking his neck out.

LENA

Lena is one of the few people in the Tower with medical training, so she's a godsend for everyone because of the constant threat of injuries, infection, death, and even worse consequences. She has a level head, but isn't afraid to help even when things are going crazy around her.

BRECKEN

Brecken is the man in charge of the Tower's forces. He's physically strong, mentally sound, and seems reliable. Under any better circumstances he'd be the type of person who could handle whatever came up. In Harran, that's a hard thing to live up to.

DOCTOR ZERE

Dr. Zere is one of the few people with the potential to figure out the virus that's causing this outbreak. He has plenty of samples to work on, but his laboratory and supplies are quite minimal, and his contact with other scientists is equally stymied. There's another doctor in the quarantined zone with whom he's working. Perhaps they'll find something to make a difference.

SPIKE

Spike works with the runners and acts as a second Quartermaster for the Tower. He's often found near Doctor Zere's trailer. He knows plenty about traps, so he's a good guy to learn from.

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Missions

Overview

Start the game whenever you want and watch the introductory movie. It sets the stage for a very bumpy ride. Without spoiling anything, we'll just say that some things don't go according to plan. By the end of the movie, you've blacked out and are taken somewhere else.

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Missions

Awakening

Wake up and look around. Get your bearings and make sure that the controls are the way you'd like them to be. Look around your room, and then go through the small apartment until you find a room that leads into the main hall.

Talk to the man who approaches, and then go around the corner to speak with another survivor afterward. She gives you a little more information about what's going on.

GO SEE “THE BOSS” IN ROOM 190

Walk down the only open hallway on the 18th floor and talk to the two men standing by the next corridor. Afterward, walk upstairs and look for Room 190. There’s a guard stationed outside, but he allows passage once you explain why you’re there.

Go to the balcony in Room 190 and meet the young man named Rahim. He might not be in charge of everything, but he still gives you an earful! Listen to what he has to say, and then search the balcony and his room for any collectable items. There’s a Statue on the other side of the balcony.

SURVIVOR SENSE

Even though it’s nice and bright out currently, you still have a special Survivor Sense that’s going to come in handy all the time. This ability lets you detect useful items, unlocked doors, and dangerous enemies without wasting a moment of your time. Try it out now to get a feel for this power, because you’re going to need it!

Finish searching the room and return the hallway. You have your first job to do here.

CHECK THE 13TH FLOOR FOR THE LOST SURVIVOR

These people have already taken big risks for you, so it would be nice to repay their loyalty. You know that there's someone missing from the ranks, so why not give something back by finding the person in question.

Go to the eastern end of the floor. The guys guarding the elevator door there warn you that it's going to be messy to proceed. That sounds ominous, but it is what it is.

Take the elevator down to the 13th floor and look around. It's… not a pretty sight. After a quick call comes in on your radio, you're clear to explore. It's only seconds later that someone cries out some distance away on that level. You grab a melee weapon from a chair, reflexively, and turn toward the sounds.

Follow the shouting and hurry down the main hallway. Someone's in trouble. You arrive in an apartment where a zombie is trying to break through a door. It sounds like there's a survivor inside, so you need to act! Use the weapon you grabbed to smash the zombie in the head. Strike several times if necessary, and make sure that the monster dies.

After it falls, open the door and talk to the survivor. His name is Mark. You radio in that he's down there, and someone from upstairs is going to come down and help.

TAKE CARE OF MARK

Reward: 250 Survivor Rank XP

While you wait, it would be wise to find a way to stop Mark's bleeding. He tells you a recipe that will do the trick.

CRAFTING A MEDKIT

Gauze and Alcohol combine to make a decent Medkit. There might be ingredients on this floor to make that all happen. Use your Survivor Sense to search the apartments on the 13th floor for parts. Once you find Alcohol and Gauze, go into the menu and use the Blueprints Tab to craft the kit.

The parts that you really need are in each of the two other apartments, so search them both thoroughly. You find the Gauze and Alcohol, along with a number of other spare parts that are going to be useful in the future. Take everything that isn't nailed down.

Bring the Medkit back to Mark when you're ready, the use it on him to stop the bleeding. Help arrives from upstairs, so it looks like Mark is okay for now. Go back upstairs to talk with Rahim again.

TALK TO RAHIM AND THEN CHANGE YOUR CLOTHES

You witness a short meeting between Rahim and Jade. After Jade leaves, Rahim explains that you have a new room (194) with some clothes for you to wear. Apparently, they're better suited for the work that lies ahead.

Follow your waypoint to Room 194 and search for your Stash. This is where you can put items away for later and switch outfits. Any DLC outfits that you have are already unlocked there, along with the Fresh Clothes outfit that Rahim left for you. Get into that one, for now, and leave the room.

MEET RAHIM ON THE TOWER ROOF AND LEARN HOW TO RUN

The blockage that was covering the stairs to the next floor up has been removed, so you're able to climb to the 20th floor and beyond. There are plenty of people living on the 20th floor, but you can't do much with them right now. Search for Lockpicks in a couple of the apartments if you want, then proceed to the roof when you're done.

Open the door at the top and check out the view from up there! It's a marvelous sight if you're not an acrophobiac; and we sincerely hope you are not. Rahim moves a crane's arm into position, effectively connecting your tower with another building.

Go around to the side of the roof and climb onto a few boxes so that you can reach the crane. Climb onto it using techniques explained in the onscreen prompts.

CLIMBING

Press the movement keys toward the objects that you want to climb, and use the controls indicated to pull yourself up onto them. It's fairly easy once you get the hang of it.

Walk carefully across the arm and meet Rahim on the other building. He goads you into learning more about free running. Jump after him and hope for the best!

PASS THE PARKOUR TEST

Reward: 500 Survivor XP

The next area serves as a training ground for free running. Rahim gives you tips after the different types of movement, and you get to use them to navigate through the course. Practice ducking, jumping, and running to complete the first simple portion of the test.

When that's done, you go into a shaft that requires greater dexterity. Watch the arrows that Rahim has spray-painted on the walls to avoid getting lost. Keep following those and you'll be fine. There aren't any zombies out here to make the test nastier.

Climb up the shaft and through a small opening into the upper floor. Follow the path around the level, and learn how to hold onto objects while looking around for new things to leap toward. Use that to get through the next spot.

Now there aren't any new techniques to master, so you're almost done with this.

The path leads into the final phase of the testing area. Rahim has an open portion of the course that you must tackle. Climb onto the boxes on the right side and use them to leap onto the boards that are nailed into the wall. Shimmy along those until you reach the left side of the board. Then turn around and jump away from the wall so that you can climb onto the cement palette in the middle of the floor.

Cross a small beam toward the next ledge, and make a very fast but careful sprint to leap out of the testing room. This might take a couple of tries because you need to jump at the last possible moment. You won't take any damage for failing the jump, but you must repeat the steps to get through the room and back to the ledge.

Walk back to the crane and return to the tower. There are some minor complications along the way, so keep your cool and don't fall off of anything!

TALK TO RAHIM AND TAKE THE ELEVATOR TO THE GROUND LEVEL

Rahim is at the door that leads back into the tower proper. Talk to him before you go inside, and then make your way down to the 19th floor and use the elevator. It takes you to the ground floor. The Quartermaster is there. Speak to him and see what supplies he can spare. Take what he offers: a Rusty Pipe Wrench, 1 Lockpick, 1 Medkit, and 1 unit of Metal Parts. There's also a Battle Journal on the metal shelf to the left. Look up if you don't see it.

THE QUARTERMASTER

You can't just take things from the Quartermaster. He must first make sure that the building is supplied with everything that they need. He's also a bit stingy with his stuff.

To get by, you must make do with what the people here can spare. That means you should stop by the Quartermaster's place once each day to see if anything new is available. Also return to the Quartermaster if you gain a Survivor rank. This improves the quality of the weapons he offers you and restores his daily stock.

You get a few tips about making friends. The people here don't know you and they have tons of problems of their own. To ingratiate yourself to them, see if there's anything that you can do on their behalf. Making friends isn't a bad idea if you want to survive all of this!

GET A SHOT OF ANTIZIN FROM DR. ZERE

Reward: 500 Survivor XP

Get your weapons ready and drop down to the lowest portion of the tower. Approach the last guard by the outer door and he unlocks the way. Are you sure that you want to do this? Well, okay. Let's go.

Walk outside and continue toward the left side of the compound. The doctor doesn't have his office inside the building (sadly), and you have to scurry through zombie-infested territory to get to him. It's okay to do some fighting if you want to, but considering your condition you might want to play it cool and sprint past any creatures that you see while proceeding toward the waypoint on the map.

The doctor's trailer is in a fenced-off court that's only a minute or so away. Use your freerunning to enter the compound and approach the trailer. The doctor lets you in, gives you a shot, and talks about the outbreak. Cool guy to have on your side, no doubt, but these conditions aren't ideal for curing a deadly outbreak.

This completes your mission. You get a burst of experience and begin the next stage of the story.

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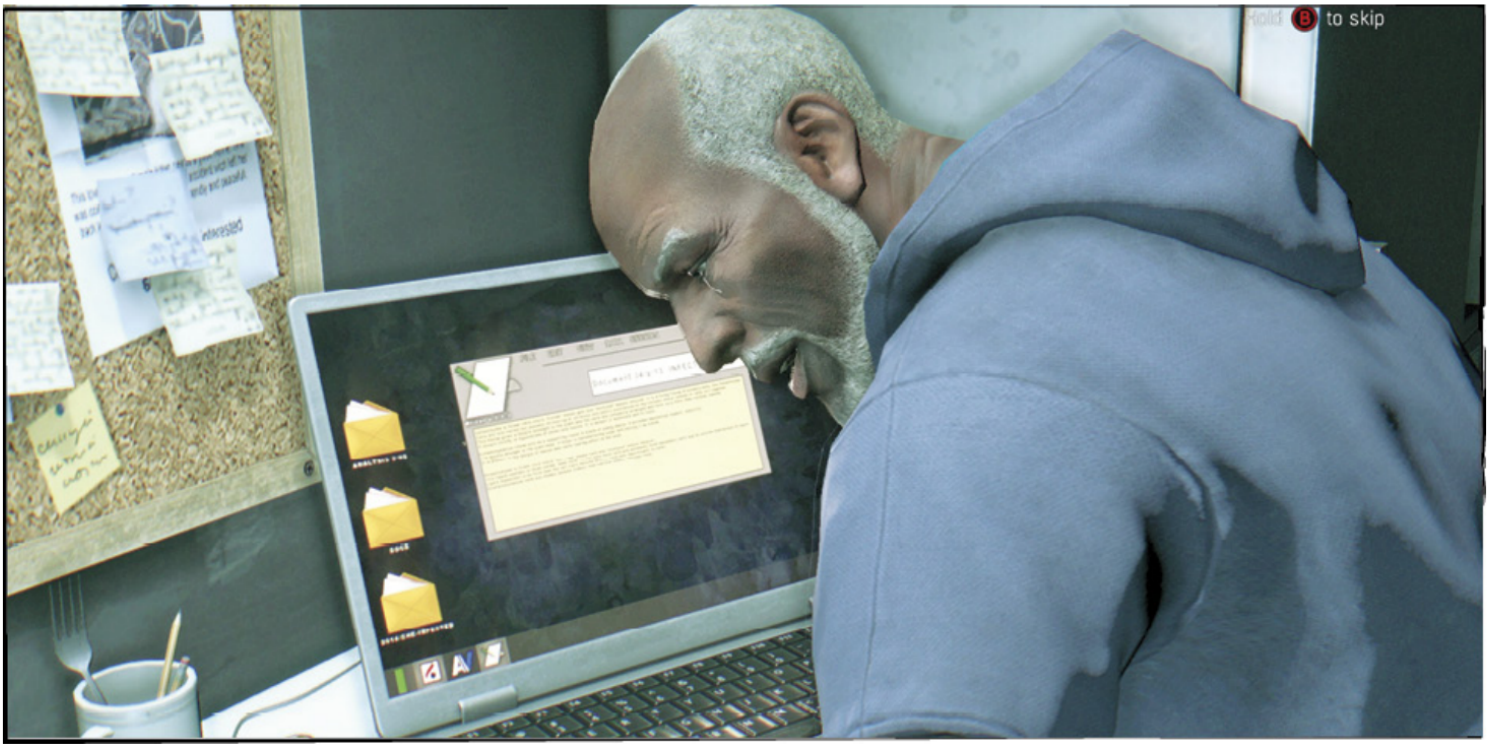
Missions

First Assignment

Reward: 3,250 Survivor XP



You're part of the team now! There's plenty of work to be done, and the head of the scouts is the guy to talk to about getting your assignment. He isn't too far away.

GET A JOB FROM SPIKE

Spike is inside a small shack on the edge of the court. Talk to him to get your task, then pick up the Wrench and Firecrackers on his desk. He's hoping to snag two shipments of Antizin this evening before any of the city's other denizens get their hands on it. The problem is that his people won't be able to pull off the run without a bunch of traps being activated ahead of time. And that's where you come in.

YOUR NEW SURVIVOR RANK

The experience from your first mission entitles you to a skill in the Survivor line. Access the Skills menu, select Survivor, and take the Survival Starter Kit. This provides several useful crafting recipes, including Lockpick (very nice).

PREPARE A TRAP FOR BRECKEN'S MISSION

The first trap that you're going to arm is about 100 meters away from Spike's shack. Leave the court and go through the streets carefully. Zombie presence isn't very high, and it's still light out, so get some fighting experience under your belt if you see any stragglers.

ZOMBIES WERE PEOPLE ONCE

It's tough to remember, but zombies had their own lives before the outbreak. Remember to search their bodies once you kill the creatures because they sometimes have valuable possessions to loot. Everything is scarce out here, and you can't afford to be sentimental.

When you reach the waypoint, open the hood of the marked car and activate the trap. It's a piece of cake to do. A call comes through on the radio when this is complete.

HELP A TRAPPED SURVIVOR

Another survivor is trapped by zombies, not too far away. Take to the rooftops of the buildings nearby and proceed through town from an elevated position. This is often a much safer way of getting around. Rahim told you that zombies have trouble climbing, so rely on height to stay safe and plan your travel. The view is also better from up high, so it's easier to figure out where you're going.

There are more of the Infected in this part of town. You're free to practice combat, but always remain cognizant of your surroundings. What starts as a fight with one viral can quickly devolve into a rush from half a dozen additional foes (or more) from multiple angles. These things track by sound and activity, and the more of each you make, the more trouble you're going to get into.

Approach the waypoint where the other survivor is trapped once you've had some fun searching, running, and fighting. There are two zombies beating on the building. Kill them with head attacks and clear the area.

REPAIRING YOUR WEAPONS

You don't have the highest quality weaponry out here; it's kind of a "take what you can get" situation. Because of that, your Table Legs and Wrenches experience plenty of wear and tear. If your weapons are badly damaged in a fight, you might have to repair them. Either back off and do this during a lull in the fighting, or switch to a weapon that isn't damaged and continue the attack.

Search the zombies you killed and then pound on the door. Open it when you're convinced that the survivor is still in there, but keep your guard up in case anything attacks. Fight off any enemies by staying in the corner of the building and swinging away.

Look inside the building for a circuit breaker, then use it to activate the Safe House's defenses and ensure that it's actually a protected place to which you may return.

GET OVER TO ANOTHER BUILDING, CLIMB TO ITS ROOF, AND CONTACT THE GRE

You should call in and report on what you've seen so far. The radio won't get great reception from where you're standing, so look for a taller building that isn't too far away. Your goal is marked on the map, so walk in that direction as you leave the protected yard. Some boards have been placed, so it's fairly easy to leap over the fence and get out to the street.

As before, zombie presence is higher. A quick sprint lets you get over to the building in question; you're then able to climb a telephone pole and jump over to the roof without fighting a single viral (unless you want to).

The radio conversation is quick and to the point. Get it over with and look around for a few spare weapons before leaving the building.

ARM MORE TRAPS

The next two car traps are in the middle of the street. They're practically swarmed with zombies, so it's a dangerous idea to walk right up and arm them without creating a diversion. Get yourself higher up and look over the street. Make sure that you've spotted both cars so that you know where you're going, and then use Firecrackers to distract the zombies. Toss these items toward the other end of the road and wait for the Virals to look away from the cars. Hop down carefully, arm the vehicles, and then scoot away before you get any real attention.

Go across town to reach another type of trap; this one is higher up because it's a light trap. You can't get up to it directly (the building has been set up to be very hard to climb). Instead of fighting that, go up the small set of stairs nearby, climb onto a tiny building, and walk across the boards that connect that roof with your target. Activate the light trap and then search the room inside for a locked chest.

LOCKPICKING IS A SNAP

Picking locks isn't too hard if you know what you're doing. Rotate the pick and carefully attempt to turn the tumblers. If the pick starts to vibrate, immediately stop and rotate the pick a bit more to find a better spot.

You can tell that you're getting close to the perfect area when the tumbler is able to turn most of the way before causing the pick to vibrate. As long as you're careful, you can keep your picks from breaking on most of the chests that are locked like this. If you lose all of your picks, use the crafting recipe to make more of them. You grabbed that when you gained your first Survivor level a few minutes ago.

Okay, that's all done. Arm two more light traps. Both are marked and won't be hard to find. They're on pole that you can't climb, but luckily there are other poles in the same area that are easier to get up. Travel over to the train yard where both of the lights are located, and then climb the old iron struts that are between the light posts. Use that to jump between the poles and activate whichever trap you get close to.

SEARCH THE YARD FOR SPARE PARTS

The train yard is loaded with a variety of crafting components. Go into the large warehouse that's near the light poles and use your Survivor Sense to help find the toolboxes, loose items, and chests inside. It's good stuff that's easy to take before you leave.

Stay in the train yard and go toward yet another light. This one is easy to reach because it's right next to a train car. Climb onto the car, activate the trap, and be done with it.

Or not. Darn power grid issues. This is a great time to do some fighting and reach Power Level 2 and Agility Level 2 (if you haven't already). Dodge is going to be useful pretty soon, and it doesn't take much time to get the XP for it.

FIND THE POWER DISTRIBUTION PANEL AND FIX THE LIGHT PROBLEM

So the lights aren't working. That's fine; there's a panel in the yard that controls the electricity. Make your way there and try to use the panel. It should work, but someone doesn't want you to succeed without a fight. Prepare to face a gargantuan creature with a hammer.

Before engaging, however, consider your options. The power must be restored, but is the fight necessary? Maybe not.

MAYBE ANOTHER TIME, MR. HAMMER!

If you want to complete this goal without killing the large zombie or being killed in the process, try a more clever approach. Lure the creature away from the entrance to the building from which he emerged. Slowly lead him around the side of the structure, and then climb onto the roof. He can't get you there. Then walk to the other side and drop back down. Kill the lone zombie that was in the building, and then search inside the structure. There are several minor items, a Blueprint (for Zombie Classic Mod), and a panel inside that has the breaker you must throw.

And that's it! You just finished the task. The fight with Mr. Hammer is completely optional.

They Call This Goon Mr. Hammer

The Infected that was hiding in the shed is not your typical enemy. Even when he was alive this guy must have been a scary person to run into. Now he's just gotten worse. The hammer that he's carrying does so much damage that you can't afford to mess with it.

For this guy to get so large, something must be changing among the Infected. Let's hope that it's the last of these mutations.

If you're going to win this fight with melee attacks, Dodge (gained at Agility Level 2) is a must have. Avoiding attacks with a quick tap of the button is going to save you serious pain. Failing that, you need to craft throwing weapons for this fight. If you have the supplies to do that, make some Throwing Knives or Throwing Stars, climb onto the roof of the warehouse, and take cheap shots at the Goon's head.

When you run out of ammo or if you want to do this the fun/hard way, approach the Goon and play a very dangerous game with him. Attack, use Dodge to jump backward when he telegraphs his counterattacks, and then move back in for additional blows. Always retreat to get your Stamina back when it's low, and repeat the process carefully again and again. The Goon takes a considerable number of blows, even if you're getting headshots all the time. But, this is good training and it's fun, too.

Killing this Infected lets you steal his Rebar weapon. It's slow and uses a lot of Stamina to wield, but it does insane damage to your targets.

Collect everything from the building, turn on the breaker, and unlock the door that leads back to the street. Night has fallen, and you shouldn't tarry. Zombies get much more dangerous once darkness comes. They're harder to see, and they attack aggressively. Return to your Safehouse as soon as possible!

RUN BACK TO THE SAFEHOUSE

You can sneak at night and avoid attention, but the way to safety is decently lit (because of the work you just did). That makes it easier to find a good path, stay above your enemies, and avoid battle. Freerun toward the waypoint; it's the Safehouse that you cleared earlier. Don't fight or waste time, and try to stay off the ground as much as you can.

A short scene plays when you arrive at the Safehouse. Watch what happens and then go inside. Sleep on the bed to bypass the deadly evening hours, and wake when the sun rises.

Spike calls in on the radio and asks to see you in person.

COOPERATIVE MODE UNLOCKED

You've finished your training and proven your skills. If you want, it's now possible to join other players and go through the game together.

TALK TO SPIKE

Go back to the Doctor's compound and meet with Spike. It's not all good news, but he has a UV Flashlight and a Trap Detonator to spare for you! You also get the experience that you need to advance to Survivor Rank 3.

Spend your new skill point and get either Boosters or Backpacker; they're both great, so you don't have to worry too much about the consequences of this choice. You're likely to get both of them eventually, so it's more about what you need now (a larger supply of weapons to choose from, or the ability to start crafting items that improve your various abilities).

REPORT TO THE GRE AND THEN RETURN TO THE TOWER

Walk to the tall, marked building on the map and climb to a higher floor so that you can report in about your progress on the mission. Afterward, go back to the Tower. On the way in, see the Quartermaster for any free items that you can get. Try to do this every day!

Ride the elevator to the higher floors. Talk to everyone you can before going to your meeting. Look on the map to see people who have something to tell you. There are also more services around the building now that folks are starting to trust you. The Pawn Shop is close to the elevator. It's a great place to sell unneeded items, like weapons that are old or trashed. There isn't much stock of things to purchase just yet, but things will improve on that front as you gain more Survivor Ranks.

Talking to people around the building also gets you started on Side Quests. These are tasks outside of the things that you need to perform just to make it through the game. They're now available, and can get you really good rewards. These are covered in their own chapter (because they are optional, so speed runners may choose to skip them).

Attend the meeting. Start a side quest afterward by talking to Lena, or continue on your primary mission.

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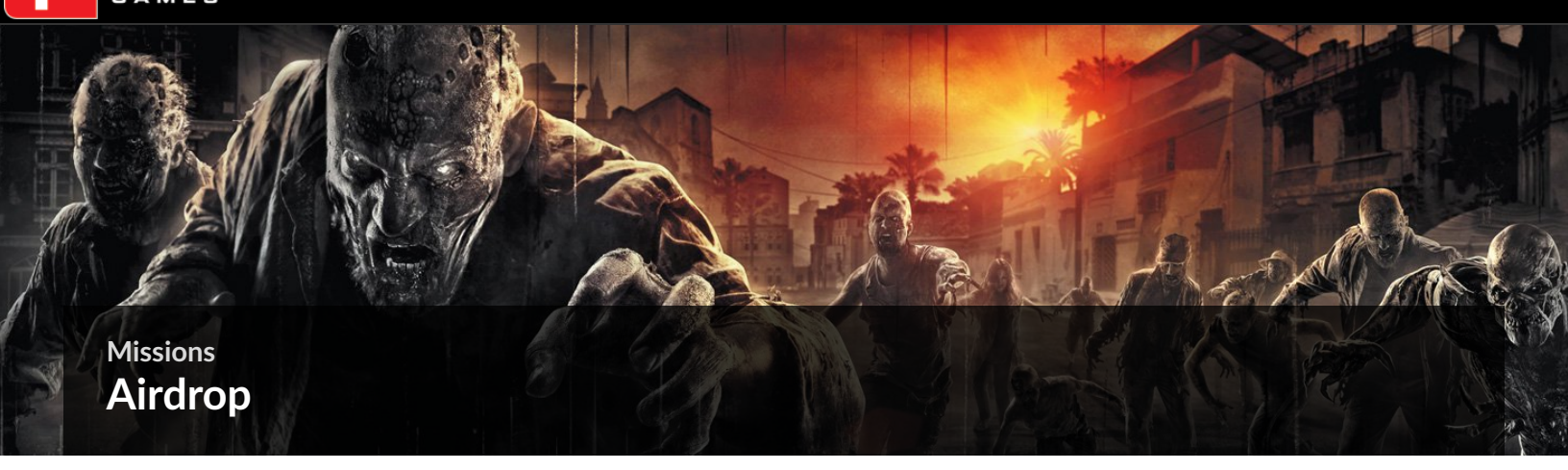


Missions
Airdrop

Reward: 5,000 Survivor XP

To move forward, leave the Tower and climb the marked building so that you can make a call back to the GRE. Complete that and get back to ground level to look for one of these airdrops.

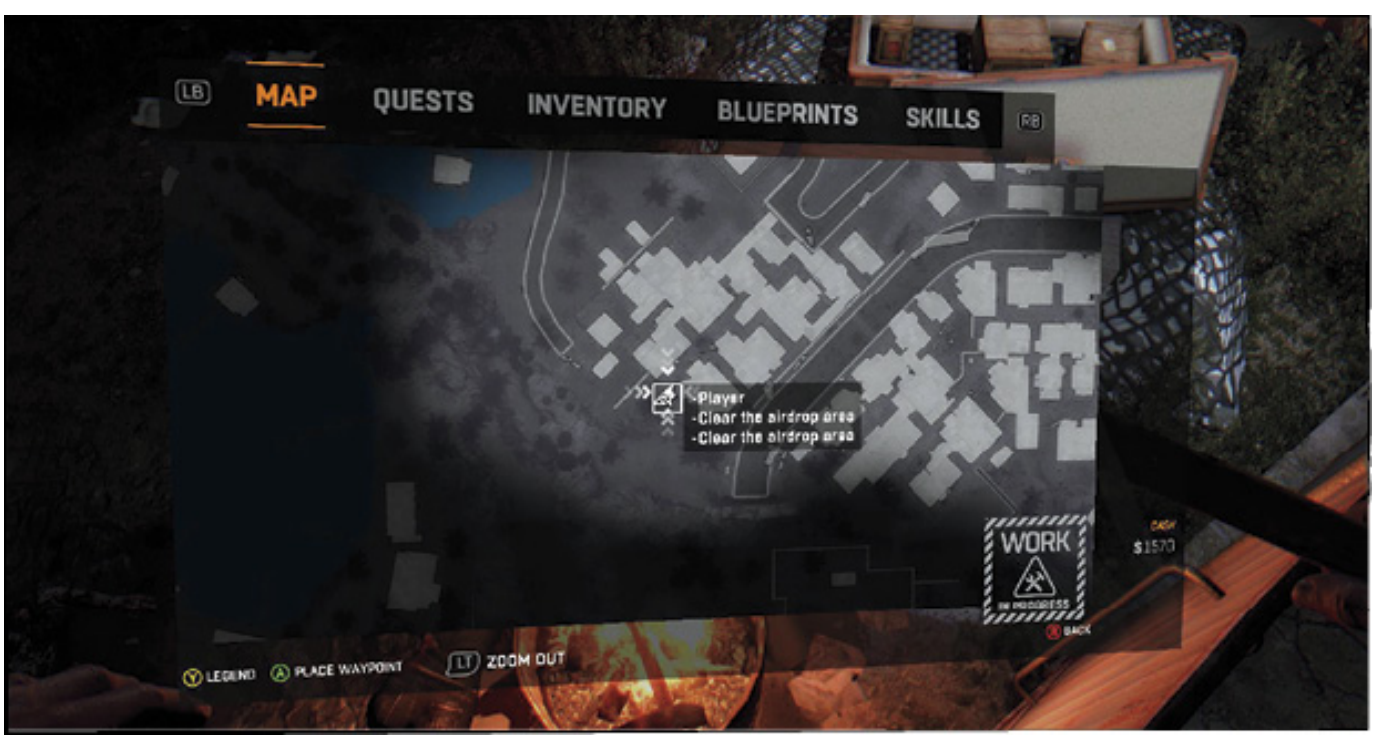
LOOK FOR THE AIRDROP IN THE CAULDRON AREA

The waypoint sends you into an area with tight buildings and low visibility. It's still light out, so at least there's that, but you can easily get ambushed here if you don't pay attention. Listen for movement as you approach alleys and other tight spaces throughout the Cauldron.

The box that you're looking for is way up high. You might spot a remnant of red smoke around it, but either way you need to get to the highest point in the area, near the very center of the circle. Climb all the way up until you can see the rooftops on every building, and look for a large, orange container. Walk over to that and open it.

At that moment, a plane passes overhead and drops off two more of the containers. Race off in search of the nearest one. It's only a minute away from the Cauldron. This isn't a timed section, but try to make fast headway despite that.

You're beaten to the location by some unfriendly people, but they won't attack. Go around the dropsite and immediately change course for the second container. You might still make it there in time!



Night is falling. Go as quickly as you can through the area near the docks. Like your search through the Cauldron, the waypoint here isn't shown. You need to find the container for yourself. Or, if you'd like some help, look at this screenshot to see where to go on your map.

Go to the upper-right side of the docks and kill the zombies that are staying close to the dropsite. Equip your best weapon and ready it, and make sure that your item slots are filled with thrown weapons and UV Flashlights. Open the container and watch the scene that follows.

Virals and Volatiles Stalk the Night

You must return to the Tower after the scene ends, and you won't have a safe or simple journey this time. Not only is it dark, but you've already been spotted by a number of more powerful Infected. Running is only part of the solution, because these are fast movers that can climb, track you, and fight hard. It's going to get scary very quickly.

Use the UV Flashlights and your Throwing Stars/Knives to distract and damage the deadly Infected that are on your tail. Firecrackers are also effective here, as long as you have several to spare. Throw them off to the side as you flee. This distracts the Volatiles and Virals that are pursuing you.

These two types of Infected have much in common. Volatiles avoid break areas, while Virals can go anyway. Otherwise, the two are both fast, can dodge, attack aggressively, and are able to climb, crawl, and avoid most obstacles. Height won't save you from them. The night offers no solace, and this outbreak keeps getting worse!

Sprint back to the Tower, but constantly look for traps to leap over, holes in walls to creep through, and anything else that can break line of sight with your enemies. Get far enough away from the horde and you won't have to kill them. Try racing down the main section, through the harbor area, and leap over a few traps to slow the enemies. The zombies may lose sight of you and will discontinue pursuit, making the rest of the trip quite manageable. However, one wrong move and you're probably dead.

THE TIRELESS INFECTED

Faster Infected are especially dangerous because they sprint after you and go as quickly as Crane. You eventually tire out and need to slow down for a moment. Unfortunately, the enemy does not. This means that you are eventually going to get caught. Sprint in bursts while keeping your eyes peeled for escape routes. Leave your light on when in full flight like this.

If you ever ditch your foes, it's better to turn your light off and continue more cautiously. Don't get anyone's attention again unless you're ready for it.

Once you're in the Tower again, go to the headquarters and look in on another meeting. Your mission completes and you start the next stage immediately afterward.

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Missions

Pact With Rais

The survivors here are desperate for medication. So much so, in fact, that they are even willing to deal with Rais. Go and see what you can do.

INTRODUCE YOURSELF TO RAIS

Get rest in a real bed to make sure that it's nice and early when you leave the Tower. Also take a moment to do some shopping and selling to make sure that you're not unnecessarily carrying around any obsolete weapons.

FREE TOYS

One way to make sure that your weapons are current is to visit the Quartermasters in the Tower and by the Doctor's trailer. These regenerate items even if you sleep at a bed and take the day off. If you need a baseline of adequate weaponry and some spare supplies, use this to stock up without spending a dime.

The journey to Rais' compound is so much safer than what you went through during the night mission. Work on your freerunning and make good time getting over there. Approach the compound slowly once the guards are in sight, and approach the main gate. Talk to the sentries until they let you in, then walk into the middle of the area where a door divides the external compound from the inner yard. Knock, watch a scene as you meet Rais, and see if you have any chance to do some good here.

GET A TASK FROM KARIM AND COMPLETE IT

Reward: 22,500 Survivor XP

Go into a side door and look for Karim, one of Rais' people. He'll give you a job. There's a store in there, too, if you have anything to sell or need something simple. Leave the building after your business is done and look for a place to call the GRE.

Go to the overpass near the compound and use the hills to get on it. Climb onto some of the railcars that are stuck there, and use the elevation to make your call home.

The next stage is to climb to the top of two radio towers. It's a short run to the first one, but there's still plenty to do once you get there.

What Is That Thing?

A Toad and a Goon are both in the area at the base of the tower. The Toad is your primary target. He appears in a cutscene, and then becomes your primary focus on top of a nearby building. Climb up there quickly and use swift melee attacks to destroy the monster. These creatures do plenty of damage over time if you ignore them, and their accuracy is way better than you'd expect!

Toads have ranged spit attacks that hurt badly if they hit you. Even when they miss, their globules detonate and deal damage over time to nearby victims. They also get your screen gunky, making it hard to see. Take this freak out quickly. These mutations are getting serious.

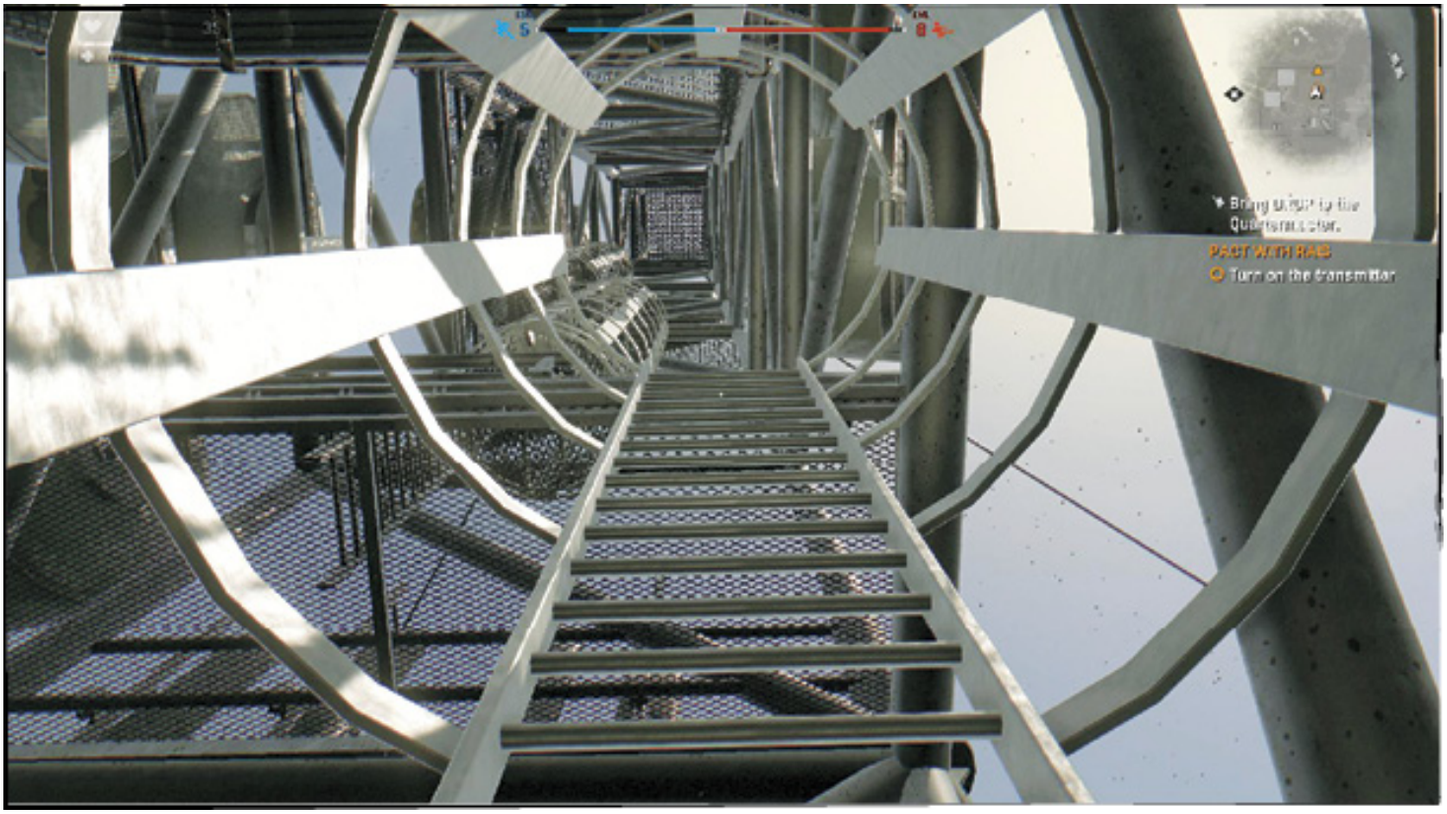
The Goon is tough, but you shouldn't have too much trouble taking him down. Defeat the two enemies, open the marked garage building, and turn on the power inside.

Climb the tower after restoring the power. The ladders are mostly missing or destroyed, so you must use all of your freerunning skills to ascend the structure without falling and cracking your head open. At least the bonus Agility experience isn't bad for you!

LOOK FOR THE YELLOW STRIPES

Go ahead and make the climb on your own if you enjoy this type of thing, but one quick tip lets you know exactly what to look for; it's the yellow and black bars. Those guide you to the top of this climb without fail. Jump and climb between sections of those beams to traverse each vertical level. Once you know to look for those, the climb becomes much less difficult.

Try to activate the tower at the top of the climb, and then carefully descend afterward. Make your way to the second tower, or stop at a Safe Zone if you think that it's getting too close to evening for comfort. Usually, you're better off starting these runs early in the day so that you don't risk getting caught in the dark.



The second tower has an electrified fence surrounding it. Don't try to breach the fence manually. Instead, go to the back of the fence and climb the large boulders stacked there. This gets you high enough to leap onto the catwalk higher up. Talk to the guy who is hanging out there before beginning the big climb.

Turn on the transmitter up top and make your way carefully back to the lower portion of the tower. Jump back to the rocks and return to Rais. He meets you directly and negotiates a new deal. That's probably not a good thing, but we can still hope for the best. Talk to Karim, as well, then get back outside. Find another good spot for a radio call to the GRE. They give you the usual orders.

MAKE YOUR PICKUPS

Reward: 15,000 Survivor XP

Look for Jaffar at a Safe Zone that's only a minute into town. Get the money from him. There isn't any fighting, and it's not very friendly work. But once it's done, it's done.

Your next pickup is from a courier closer to the center of the city. Go toward the waypoint and look for a tunnel near that location. Turn on your flashlight and enter the tunnel. Sneak through the shadows and attempt to meet your contact in the side section of tunnel. Something else attacks you, but it's over in the blink of an eye. You're introduced to Bombers.

Bombers Are Filled With Decay

Bombers are so laden with decomposing gasses that they'll explode if they get too excited or take any damage. These blasts can kill or horribly wound anything that gets close to them.

This Bomber can't hurt you because you survive its blast by good luck alone. In the future, you need to avoid melee range when fighting these bloated monsters. Their explosions do titanic amounts of damage to everything nearby, so use ranged attacks to kill them from a safe distance! Thrown weapons are the best because you don't need to do much damage to trigger a Bomber's explosion.

It looks like the courier is missing. Go on to the fisherman's village to proceed with your task. Expect to run into more Bombers out here; it's kind of their territory. Even in broad daylight you are putting yourself at risk by getting close to any large groups. Look for the portly Infected at all times, and sprint away if they try to approach you.

The village is down by the water (not surprisingly). It's overrun with Infected, so you have to do a bit of protection work before you're able to collect anything. The gate is marked, and you should close that before doing anything else so the Infected won't bring any reinforcements.

The village becomes a Safe Zone as you clear it out, which is a nifty reward for all this work. Make sure all of the monsters are gone, and then look through the various buildings to find the leader of the community. The door you're looking for is on the lower-left section of the village. Look on the second floor of one of the larger buildings and see who answers your knock.

Now you have your money, or Rais' money as the case may be. The last pickup is at the harbor, on the right side of the map.

You won't have to fight anyone or run any side quests to finish that. Find Morgan, get the money, and then return to Rais.

On the way there, you receive another radio message. You're still not done out there. A patrol of Rais' men has gone missing, and this jerk isn't going to pay you unless you find out what's going on with them.

FIND THE MISSING PATROL

Deviate from your intended course and look for the patrol. You have a fairly good location to work with, so the search won't take too long. The men went missing near a damaged gas station. As soon as you approach, Karim initiates another conversation with you.

Search near the yellow vans parked at the gas station. The locked van's key is on a dead guard just a few feet away from the vehicle. Get the key, unlock the van, and loot the interior for DIY Grenades and some Firecrackers.

The patrol might be dead, but they still have a Blueprint on their bodies that Rais needs. Searching here wouldn't be an issue, but there is a crazy survivor on top of the fortified roof of the gas station. He has piles of ammo and likes to shoot anyone who comes near. This guy was probably way over the edge long before the outbreak. You need to take him down. Plus, he's created a Safe Zone for himself, and you'll have access to that once he's dead.

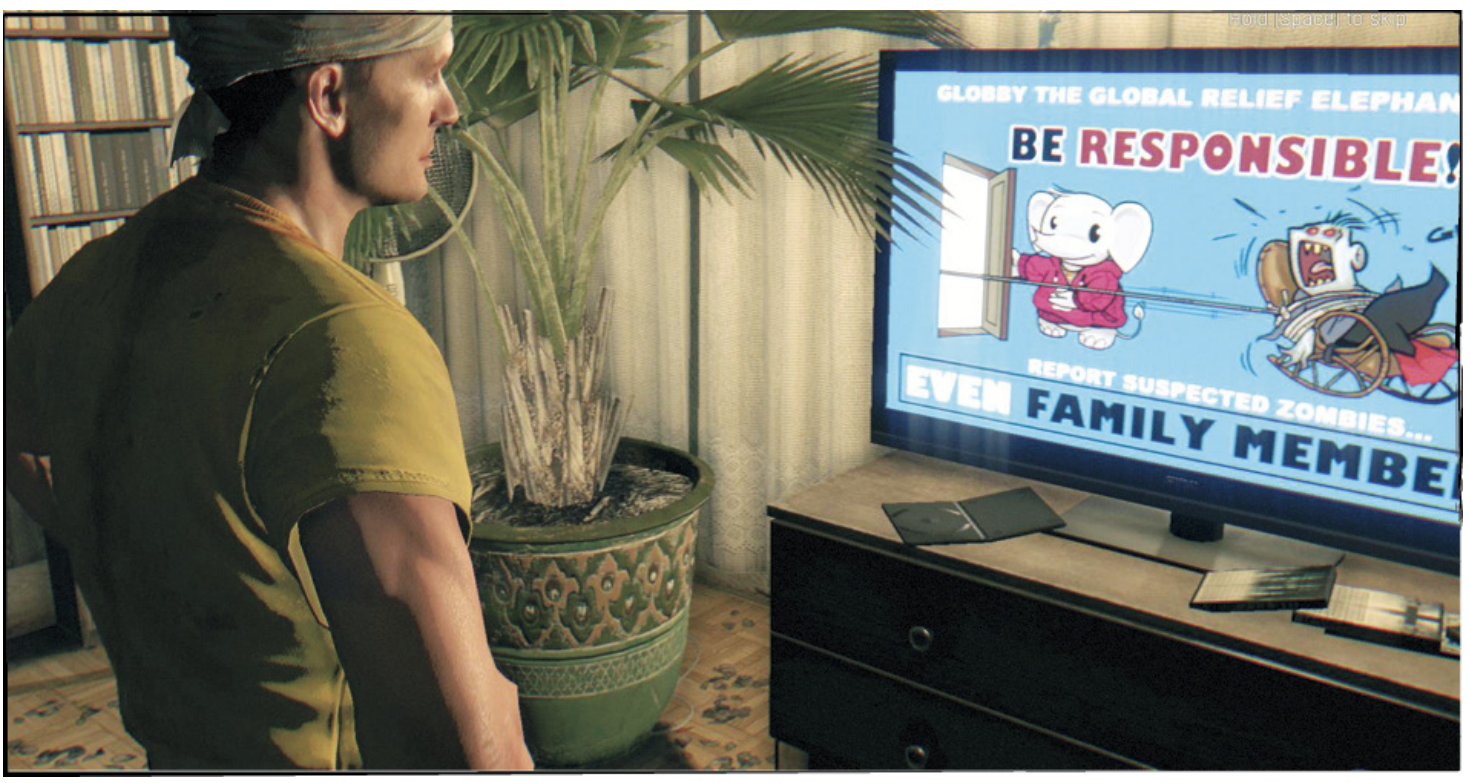
To kill the survivalist, charge toward the gas station at full speed. Jump onto the van that's closer to the roof over the pumps, and climb up immediately. Sprint across it and jump to the light pole that's on the right side of the building ahead. Continue jumping to get onto the gas station roof, then kill the gunman below. If you take your time, he'll see you and pepper Kyle with gunfire all the way across the area.

Chop up the survivalist at close range, steal his gun, and open the trapdoor into the Safe Zone below. It's yours now! You can also leave and search the gas station comfortably to find those Blueprints for Rais. Turn over the bodies of Rais' men until you find what you need. The dead body closest to the Safe Zone is likely to have it!

Get the Blueprints and resume your path toward Rais' compound. Give them to Karim when you get there, and talk to Rais directly afterward. Climb the hills up by the railways and contact the GRE again.

BRING THE ANTIZIN BACK TO THE TOWER

Run the Antizin back to the Tower and get up to headquarters. Jade meets you on the way and brings you up to speed. Visit with her, Brecken (in the headquarters), and then Rahim on the roof. Watch these scenes, and then cross the crane between the Tower's roof and the training area. That's where you can call the GRE.



After your radio call, return to the Tower, talk to Jade on the radio, and then go back downstairs.

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Missions

Siblings

Reward: 10,000 Survivor XP

Jade has a plan that might solve the Tower's most immediate issues. It's worth a try!

MEET JADE BY THE BOXCARS AND INFILTRATE THE SCHOOL

Follow the waypoint out onto the train tracks. Jade is inside a boxcar by that area. Open the car door from the side and watch another scene that follows. When it's over, you are standing near the school.

Approach the front of the building and try the main doors. Not surprisingly, they won't open. Rais' men aren't here to watch for you, but there may still be Toads or other Infected to give you some trouble, so keep your guard up.

When the front doors don't work out, go around the side of the school and look for a way into the basement. The door there is also locked, so you don't have many options for getting inside.

Continue around the side of the school. You pass a van and a cop car (loot them for some decent materials). Next, you come to a telephone pole that's close enough to get you onto the school's roof. Climb that. There are just a few Infected up there. Kill them and look around. On the far side of the roof you might meet up with Toads and a Bomber; that's the biggest threat out here. As long as you use cover, the Toads can't hurt you much.

Again, use caution when you open the door from the roof that leads into the school. Something dangerous might be hiding just inside that next roof. Dodge backward as soon as you see what's there. We're not going to say it's another Bomber, because that would spoil the surprise.

When the area is safe, loot the room (because it has a few good items, including a locked chest), and then use the trap door to get into the main part of the building.

SEARCH FOR ANTIZIN

The ground floor has a variety of components, so make sure that you use Survivor Sense and loot well as you go through the school. Chemicals are in good supply here, and they're useful for a few crafting items later on.

Beyond that, the school is fairly safe and simple up here. There aren't any enemies, though you hear more than enough noise to keep the place from being peaceful. Wind your way around the classrooms and barricades to reach the stairs and follow them down into the basement.

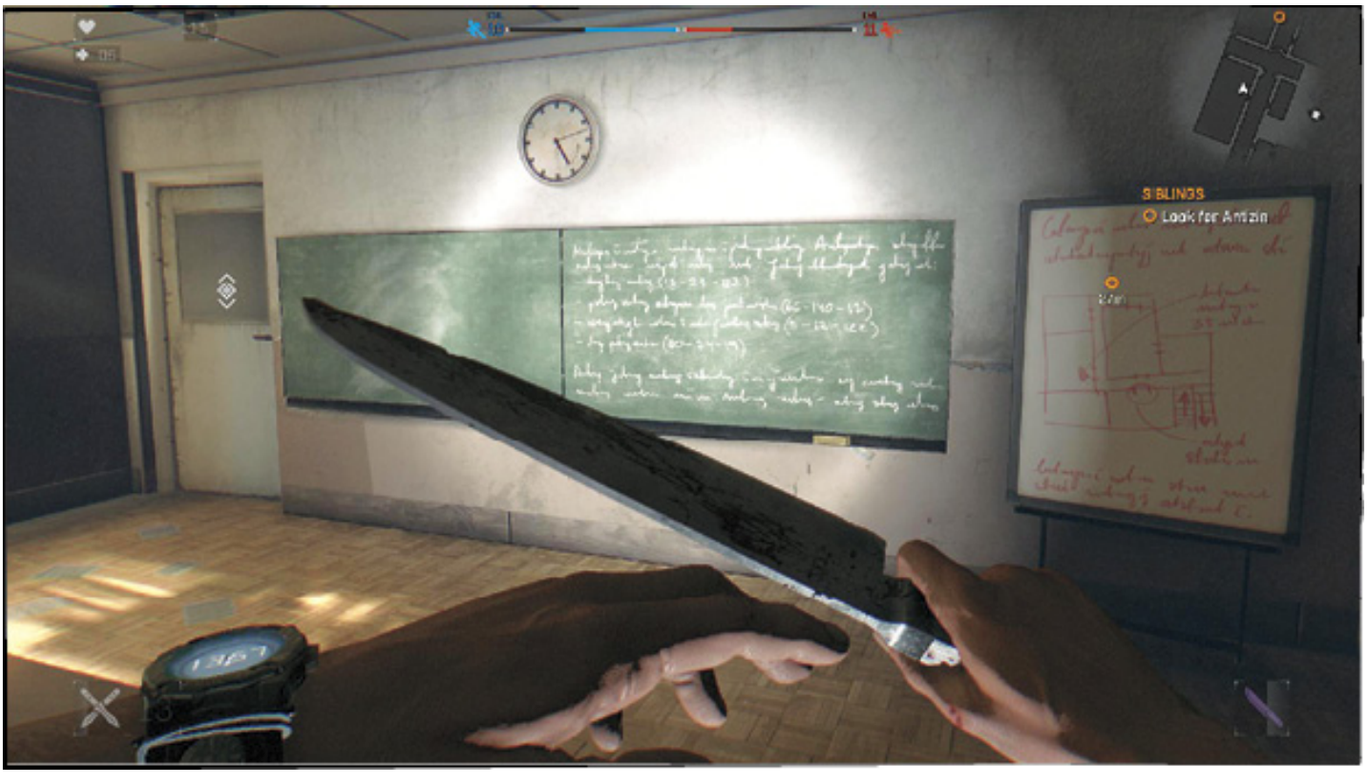
The basement has even more good materials; it's loaded with lockers and bags. Search everything that appears on Night Vision.

LOOK UP

When searching lockers and cabinets, look on the upper cubby to see if there are supplies there. It's natural to look down, but you don't want to forget or miss anything!

The waypoint eventually leads you to a room with many body bags. Adjacent to that is a room with a lone guard in it. This starts the heavy action portion of your mission, so get all of your weapons ready before opening that door.

Let the first guard see you, but back into the previous room. He gives up his position and comes toward you. Ambush him in the doorway and kill him as quickly as you can. Advance to the next door and do a similar ambush to kill the next of Rais' men that comes by. This is a consistently nice trick while you're down here.



Go into the hall and then to the room on the right. Although there are large boxes in there, they don't contain anything of real value. Proceed to the adjacent room (marked as yellow on your map), and turn off the alarm. A guard breaks through the door, but he's alone. Lay into him. As with many human targets, these guys are much easier to kill with fast weaponry because they have so little time to dodge. Knives are excellent.

Continue through the school's basement. The bathroom on the right doesn't have anything useful, but it's fun to search if you don't mind minor risks.

The room on the left is the way forward. Take that and enter a chemistry lab next. Race up to a guard, who is trying to break through the closed door, and assassinate him before he realizes you're there. The cabinets in the room have some minor components, and so does the room across the hall does, but they're not especially important.

Collect your wits and continue to the end of the hallway. Stairs lead back to the ground floor. There are several more thugs up top, and they've let a few Biters loose to slow your advance. None of the thugs have guns, so you're in luck. Kill the Biters on their own and move calmly forward. It feels like you're in a rush, but haste might get you killed. Keep checking the side rooms for materials. There's another bathroom with a stealthy enemy, but it won't be a major threat to you.

Three of Rais' men are close together, by the corner library. Once they come after you, back away. Get on the other side of a doorway so that they must line up to fight you. One on one, they won't stand a chance.

Search the janitor's closet ahead for a Medkit (there's a couple of them on this level, along with some small supplies of food here and there).

The marked area in the corner has some cabinets. Look in those to get the Keys to the Basement. Once you have them, go into the hall and push aside a bookcase that's blocking a set of double doors. Break the boards that are also keeping the doors closed, and then proceed.

A few more Biters and a Viral have been released (you did hear them banging around upstairs when you went through earlier). Fight them and then make your way back to the basement.

Descend the stairs slowly. A Bomber would love to creep in behind you and score an easy kill here. Use ranged weapons or a good dodge to trigger and detonate the Infected before you unlocked the doors to the next area.

The doors get you to even more stairs, down into a sub-basement. It's pretty awful down there because of water damage. Use a valve across the bottom hallway to turn off the water, but it's still a murky mess.

Walk toward the far end of the hall and ignore the waypoint for now. Wait until you see a Bomber, and then kill it before worrying about anything else. Do this at range, or trigger and dodge to bring him down without much fuss.

Then back up to the door that's marked by the waypoint. A scene occurs, and then you're beset by a couple more thugs. Kill them with melee attacks and then search the rest of the floor. The door leading outside is only a few seconds away. Leave once you're satisfied that you've found everything you want.

You spot that elusive type of Infected again. As before, it runs instead of attacking you. Ignore it for now and get back to the Tower. Get any essential supplies, then proceed to the roof and tell Rahim about what you found at the school.

TALK TO THE DOCTOR AND GET HIM A SAMPLE

Reward: 15,000 Survivor XP

Talk to Dr. Zere about the Infected that you saw; the doctor is visiting the Tower currently. Look in Room 206 (the Storage Room). Then speak with the Quartermaster on the ground floor. He knows a bit about these Infected, too. They're called Bolters. You find out where they like to hang out. You won't find them during the day because they're so skittish. And that means you must hunt them at night.

Bolters, The Fleeing Infected

Bolters run like lightning if they realize that they're being hunted. They're not killers or fighters; they're trying to survive, almost like you and the others from the Tower. But, they are Infected and the tissues on their bodies are invaluable because they're used for weapon upgrades, rare potions, and the search for the cure.

Bring a firearm of some sort, if you can. Bolters are usually stationary if you see them at night; just don't get too close to them. That gives you as much time as you need to line up a perfect shot. They're very easy to take down this way. Have Flares ready, shoot a Bolter at range, and use the Flare to buy yourself a moment to loot a Sample from them. Then it's a running game to get the Sample back to Dr. Zere. Switch to Firecrackers and move quickly!

The Doctor gets what he wanted out of the material, but he needs to get this data to his counterpart for the full effect of the research to continue. That's going to be tricky, but it's also a matter for another time.

Get some sleep and advance to the next day.

GET TO RAHIM

Shortly after bringing the doctor his Infected tissue, a call comes over the radio. Rahim needs to see you quite soon. When it's morning, go to his location on the map. He's on the overpass by the train yards. Either get onto the overpass from farther off, or go to the location and use the supports on the side of the structure to climb up.

The marked location has quite a few bodies. Turn all of them over. There aren't many Infected up there, so it's a safe objective and you can take your time. After you find one of the bodies, the waypoint changes and you're told to go into the train yard.

Hop down safely from the overpass by going to the top of buildings and then eventually to ground level. An unlocked door farther into the yard is marked, and that's where you have to go.

There are two waves of enemies inside the demolition area. The first has Virals and Biters; they're attacking a train car, so you have the drop on them. Use ranged weapons (like DIY Grenades) to take large bite out of the group before engaging them directly.

Back off to rest for Stamina or to heal if anything goes wrong during the fight, then try to open the train car. This triggers the second wave of the battle. A Toad jumps onto the car above you, and more Biters pour into the room. Take out the Toad first (climb onto the car to fight him without the Biters at your back). Once he's dead, the Biters are fairly exposed and quite manageable to eradicate.

Have Firecrackers and Medkits ready for what's about to come up. This next bit is exciting, but it's also a major test of your resources. Open the car door and talk to Rahim once the fight is over. He'll give you a package that must be delivered very quickly!

TAKE THE EXPLOSIVES TO THE VOLATILES' NEST

Reward: 15,000 Survivor XP

You have less than five minutes to deliver the explosives to the target location, and the way there has multiple obstacles. Take the bomb and look for a sewer entrance on the other side of Rahim's rail car. Slide down the ladder into the sewers and madly swim to the other end of the short area. There's another ladder that takes you back up to the surface.

The Volatiles' building is right there, but you're still in a tough situation. Sprint into it, using Firecrackers to distract some of the Virals that are using the place like a flop house.

Climb the first set of stairs and continue toward the back side of the building. You must place the first explosive on one of the pillars in there. Use one of the Firecrackers right before trying to set the explosive so that nothing disturbs you. Then use the nearby stairs to get up a floor and toward the next waypoint. Delicate freerunning is required to accomplish this, but it's possible to pull yourself back up to that floor if you fall.

Set the second explosive and watch as a Goon breaks through the wall to attack you. Brush past him without fighting and make headway toward the next waypoint; it's time to get out of this mess!

Sprint away from the Goon and dive out of the broken wall to get outside. Run into the same storm drain where you entered the area, and reverse your course back to the sewers as the building behind you goes up like a torch.

Return to Rahim ASAP so that you can help him. After getting to the car, you complete your goal and should return to the Tower. Meet Brecken and Jade there. The new story quest starts immediately after your discussion, so be prepared with full health and a fresh supply of weaponry before you talk to Brecken.

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Missions
The Pit

There's no time to think. Start running toward your waypoint!

GET TO DR. ZERE'S LABORATORY

Reward: 15,000 Survivor XP

Sprint from the Tower over to Dr. Zere's lab. Leap over the damaged fence and tear into Rais' men. There are several of them there. You can use firearms to hit them early, or attack the first couple with your best melee weapon and then retreat to heal and repair before going against the next two.

Talk to the man by the lab doorway to get more information after the battle ends. You find out where the doctor has been taken, but it might not be that much of a surprise.

TAKEDOWN

There's a fun section coming up when it would be ideal to have Takedown (a Power Level 13 skill). You might not have that your first time going through here, but it's really fun during New Game+ when you have all the necessary skills.

You can make the most of your stealth and have a great time doing it. It's still completely beatable even if you don't have Takedown, but we wanted to mention the skill in case you're close to getting it.

GO TO RAIS' COMPOUND

Cross the city and go to Rais' area. Bring plenty of heavy weaponry and supplies with you; this part isn't timed, so you're allowed to gather your strength before pushing the issue. Leap into the yard without issue; there are no guards outside this time. Try the front door and then start searching around for another way inside.

Walk around the right side of the compound and look for a crashed, white van. Climb onto it and jump onto the upper balconies. Pull yourself up and then use the small walkway that leads around the back side of the building. You're in!

You must reach the roof to proceed. There isn't a clean way to do that, but a freerunner like yourself should be able to pull it off eventually. Go to the center of the inner courtyard and use sprint and jump to keep hopping up one level at a time. Do this back and forth until you're high enough to reach the edge of the roof, and then get up there.

A small building on the right portion of the roof has a trapdoor. Go in there and climb down into the main building.

LOOK FOR DR. ZERE

After a quick call with your radio, you're back in control. Search the surrounding area for Military Throwing Knives; they're very effective thrown weapons, so you might want to ready them before advancing.

Proceed to the next waypoint, then press the call button on the elevator and pry the doors open. Don't leap into the shaft unprepared unless you're in the mood for a crunchy death. Instead, aim carefully for the main cable and grab that.

Slide down to the next floor and pry open the elevator doors to get out. Walk quietly through the corridor and kill the lone guard who is relaxing down the side passage that you reach. Loot the nearby shelves and then approach the main portion of the level. There are several patrollers here. Wait for them to walk away from your position and then go for a wicked back attack. The entire group comes if you make too much noise. If that happens, back into one of the apartments on this floor and force the enemies to come to you.

WATCH THE MINIMAP FOR PATROLLERS

Rais' men show up on the minimap as white arrows. Track their positions so that you know where they are and how they move. It makes them much easier to ambush. If you have Takedown, now is a great time to use and abuse it against these creeps.

Components are all over the place, so you're going to get plenty of crafting items if you search here.

The stairway that leads down is at the end of the long hallway. Use it and explore the next floor. There's another guard here

(and he won't have come to the last fight even if you did make a fair amount of noise). Try another stealth run here if you can, and dispatch him discreetly. He frequently patrols the second hall.

Once he's out of your way, you are in great shape. Get modest supplies for the rooms on this end of the floor, and then stock up on some major firepower when you reach the security room beside your next waypoint. There are several guns that you can take.

GET TO THE UNDERGROUND PARKING GARAGE

Reward: 15,000 Survivor XP

There's still no sign of the doctor. It's time to look all the way down at the bottom of the building. Arm one of the rifles that you recently looted and use the stairs at the end of the hall. There are many gunmen below, but each has ammunition and you have a great weapon to use against them. Take cover and start popping heads as you work your way through the garage. There are explosive barrels and gas containers stashed down there, so look for their telltale red color when going after your enemies.

If you're ever hurt in these exchanges, use the cement pillars in the garage for full cover while bandaging yourself. It's useless to sit still and heal even if you're partially protected because it's way too easy for enemies to land a few extra shots either before you finish or soon afterward. Take the extra time to do things correctly instead of shrugging off unnecessary damage.

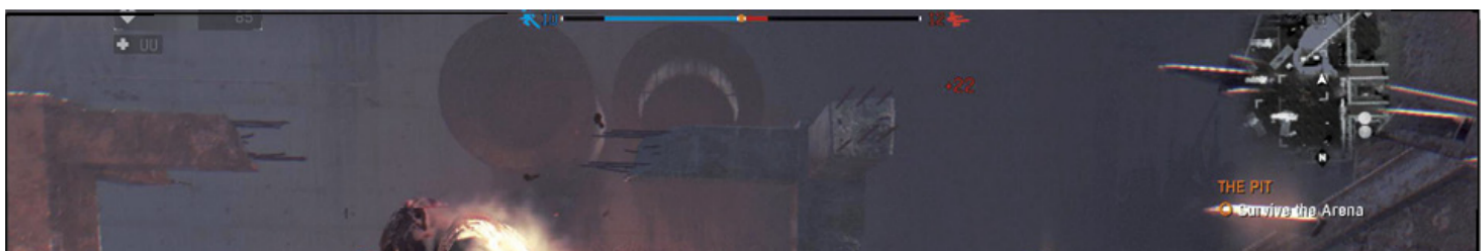
Search the last room off of the garage to finish this area. A cutscene comes in once you do that, and then you are taken somewhere else.

SURVIVE THE ARENA

Reward: 15,000 Survivor XP

You awaken in the previously-mentioned arena. It's about as grim as you might have imagined, and you have the best/worst seat in the house. There are several shipping containers worth of Biters around the area, and enemies are going to come after you very soon. Get ready.

You don't have any Medkits or your weaponry. You must make do with what you find around the arena floor and what's on top of the containers. Throwing Knives and basic melee weapons are available, so hunt for them quickly.



SAVE THE KNIVES!

Don't use any of your Throwing Knives in this part of the fight. They will likely be much more important in a few moments. Also, don't fight fair. Kick or Grapple the Biters into the many spike traps that dominate the room. This saves your weapon durability and makes the fight faster.

Once you're done with the Biters, the second stage begins. Collect the weapon that Rais throws down into the arena and ready it. Another container is lowered into the arena, and a Demolisher breaks out. This is going to be the real fight.

The Demolisher

The Demolisher has a health bar on top of the screen so that you know how close it is to death at all times. That's useful! You must destroy this massive Infected to win this challenge, but there are also going to be Virals that come into the arena periodically to make your life even worse.

In a way, the Virals are your biggest threat. The Demolisher is deadly, but it's also slow and easy to dodge when you're paying attention to it. The Virals are a wicked distraction because they can attack you, kill you on their own, or simply get you to look away from the Demolisher at precisely the wrong moment.

To deal with the Virals, sprint around the arena and break line of sight with the Demolisher so that it can't throw anything at you. Kill off the Virals in relative safety, using your Throwing Knives. Anything that gets the Virals down faster is a good thing.

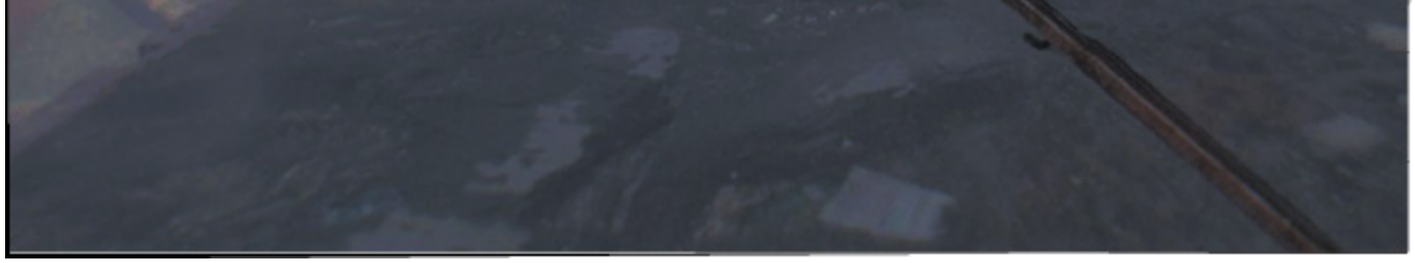
Then, when you're able to solo the Demolisher, use your dodge to get massive advantages over it. Dodge to the side when it throws things at you, and do the same when the Infected runs straight toward you. A good dodge lets you avoid damage, get behind the behemoth, and lay into him with multiple attacks before it turns around.

Repeat this multiple times and remain patient. You don't need to win this fight quickly, so focus on survival.

Get the medicine that Rais drops and watch the scene that plays out after your victory. When it ends, flee the area.

GET OUT OF THERE!

Reward: 10,000 Survivor XP



There's gunfire everywhere, so stay under cover when you can. There are cement pipelines to run through; they break line of sight with your enemies, so stick to them.

Head directly for the far end of the arena, then turn left and race toward a catwalk. Climb up the right side and go around the outer edge of the area so that you can climb even higher up.

Catch your breath for a brief moment and then continue. Follow the waypoints through the next section and sprint across a narrow board. Weave around the area to make a turn and come back from the other side of the arena.

You're likely to take a few hits during this process, but it won't be enough to bring you down as long as you stay fast and mobile.

There's an elevator shaft on the right side of the arena. Dive into it and hope for the best. You land in the water, thankfully. Pull yourself out of the shaft and get your bearings. Run through the flooded garage ahead and avoid battle with the Biters inside. Stay straight until you hit the other end of the garage and then turn left. The next waypoint is your way out of the building. Get to the door and evacuate!

Avoid combat as you return to the Tower. Crane is having a tough time, and he won't be up for much combat. Treat him gently.

Before you get back, a cutscene breaks in. You wake in a Safe Zone and get to talk to a few people. Your Stash is there, so it's time to get your gear back as soon as you have control again. Things are tough right now, but at least you've survived!

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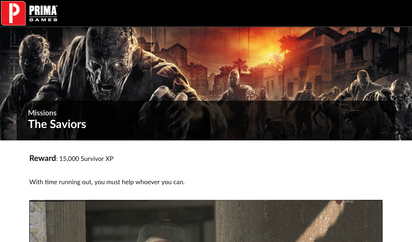
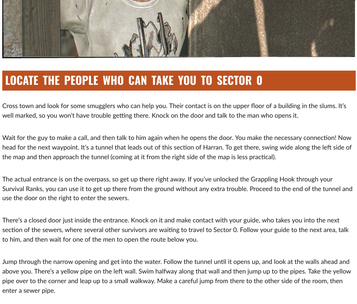


Missions
The Saviors

Reward: 15,000 Survivor XP

With time running out, you must help whoever you can.



LOCATE THE PEOPLE WHO CAN TAKE YOU TO SECTOR 0

Cross town and look for some smugglers who can help you. Their contact is on the upper floor of a building in the slums. It's well marked, so you won't have trouble getting there. Knock on the door and talk to the man who opens it.

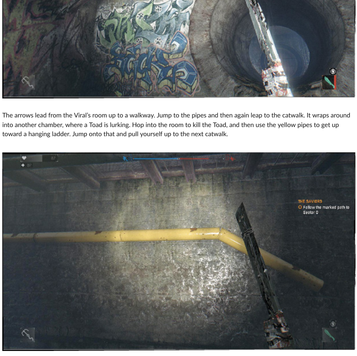
Wait for the guy to make a call, and then talk to him again when he opens the door. You make the necessary connection! Now head for the next waypoint. It's a tunnel that leads out of this section of Harran. To get there, swing wide along the left side of the map and then approach the tunnel (coming at it from the right side of the map is less practical).

The actual entrance is on the overpass, so get up there right away. If you've unlocked the Grappling Hook through your Survival Ranks, you can use it to get up there from the ground without any extra trouble. Proceed to the end of the tunnel and use the door on the right to enter the sewers.

There's a closed door just inside the entrance. Knock on it and make contact with your guide, who takes you into the next section of the sewers, where several other survivors are waiting to travel to Sector 0. Follow your guide to the next area, talk to him, and then wait for one of the men to open the route below you.

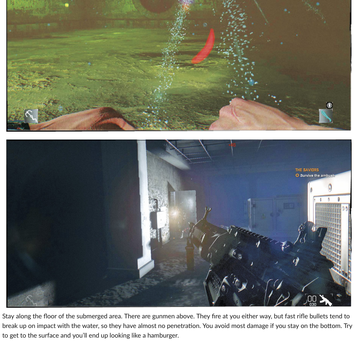
Jump through the narrow opening and get into the water. Follow the tunnel until it opens up, and look at the walls ahead and above you. There's a yellow pipe on the left wall. Swim halfway along that wall and then jump up to the pipes. Take the yellow pipe over to the corner and leap up to a small walkway. Make a careful jump from there to the other side of the room, then enter a sewer pipe.

Follow the marked arrows through the next portion of the tunnels. Keep a good melee weapon ready, because the way might not be fully clear. You soon make it to an exposed section of the pathway where some Infected are congregating. Climb up to the walkway above to avoid most of them, and loot a Double Barrel Shotgun from a dead body up there. If possible, use rifles here to do your fighting. There's a wealth of rifle ammo coming up soon.

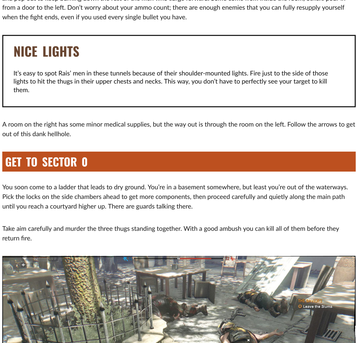


If you have a Grappling Hook by now, this is a very easy section to get through without causing trouble. Stay above the enemies, use your ranged weapons to thin their ranks, and kill the Goon at the end of the path before hopping down. There's a valve at the other end of the route that accesses the next area. Don't open it until there aren't any Biters nearby. There are also some Virals here (one in the open area and another in the blocked tunnel). Be prepared for them, and also for a Bomber. You can get the Bomber to blow up safely while the tunnel is still closed off, and that's probably a good idea.

After you use the valve to unlock the tunnel, open the gate and kill anything that's left on the other side of it. Advance, but ignore the arrows you come to for a moment. Clear a small group of Virals and Biters from the tunnels, and walk forward to find a room with a major stash of ammo and some components. Make sure to look for this before going back to continue along the marked pathway.



The arrows lead from the Viral's room up to a walkway. Jump to the pipes and then again leap to the catwalk. It wraps around into another chamber, where a Toad is lurking. Hop into the room to kill the Toad, and then use the yellow pipes to get up toward a hanging ladder. Jump onto that and pull yourself up to the next catwalk.



Enter the adjoining room. There aren't any enemies here, so you're left to freerun in peace. Anyone with a Grappling Hook can zip across the next bit without delay. Otherwise, you must cross a narrow beam to reach a second section of the walkway, and then jump from there onto the yellow pipes across the way. Use those to traverse the area. Before doing this, however, loot the chest in the first part of the room, on the ground floor. There's never a good reason to leave loot behind!

Get into the next pipe and walk/slide forward. You get a friendly call from your guides, and then you're left to your own devices again. Use the valve ahead to unlock a grate, and then open the way forward. Dive down into the water below.

SURVIVE THE AMBUSH

Stay along the floor of the submerged area. There are gunmen above. They fire at you either way, but fast rifle bullets tend to break up on impact with the water, so they have almost no penetration. You avoid most damage if you stay on the bottom. Try to get to the surface and you'll end up looking like a hamburger.

Swim through the pipe on the far side of the room and descend. The room at the bottom is empty for now, and you can pull yourself out of the water onto a walkway. Get your best rifle armed, then creep through the next room. There are a huge number of Rais' men nearby. They are all armed with a rifle of their own, so melee is out of the question unless you're built for good stealth kills and are confident in your abilities.

The safer way to clear this room is to sneak in, use surprise to gun down the first guard or two, and then to crouch, use cover, and pop out to keep burning down the rest of the men who surge forward. Some come from inside the room, others pour in from a door to the left. Don't worry about your ammo count; there are enough enemies that you can fully resupply yourself when the fight ends, even if you used every single bullet you have.

NICE LIGHTS

It's easy to spot Rais' men in these tunnels because of their shoulder-mounted lights. Fire just to the side of those lights to hit the thugs in their upper chests and necks. This way, you don't have to perfectly see your target to kill them.

A room on the right has some minor medical supplies, but the way out is through the room on the left. Follow the arrows to get out of this dank hellhole.

GET TO SECTOR 0

You soon come to a ladder that leads to dry ground. You're in a basement somewhere, but least you're out of the waterways. Pick the locks on the side chambers ahead to get more components, then proceed carefully and quietly along the main path until you reach a courtyard higher up. There are guards talking there.

Take aim carefully and murder the three thugs standing together. With a good ambush you can kill all of them before they return fire.

There isn't much good stuff in the yard. Jump and pull yourself up to the balconies that overlook the area, and follow the way around until you get to the rooms across from the entrance. A side set of offices has piles of Metal Scrap to loot. The other door leads to stairs up (and the way out). Crane can call Brecken and report in once you're up in this section.

Climb the stairs that lead out of the building and into Sector 0. You made it! Survey the area and make a few calls.

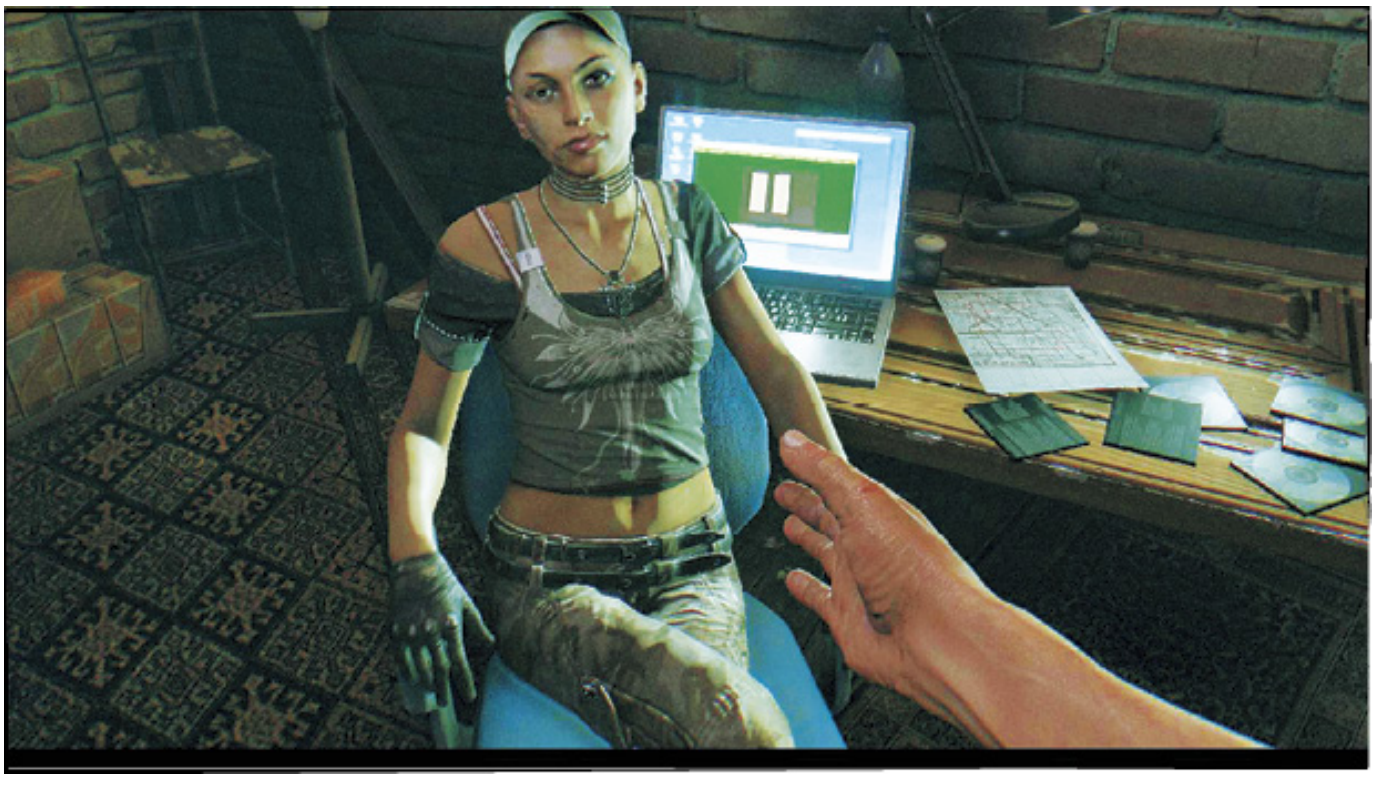
Missions

Find The Embers

Reward: 5,000 Survivor XP

Cross Old Town to find Troy.

ASK TROY TO HELP YOU FIND JADE



You're now in Old Town (Sector 0). This area of the city has tall buildings and better construction. The Grappling Hook is even better here than ever before because it allows you to zip between buildings without trouble.

Lacking that, use the ledges, walkways, and other precarious paths that people have set up to traverse the area without sticking to the streets. Your goal is to reach Troy, who is in a set of tall towers across the city.

Get there, climb your way up the scaffolding, and meet Troy. That scene ends the mission.

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Missions

Higher Education

Reward: 15,000 Survivor XP

Jade is somewhere in Old Town, and you have to reach her!

TALK TO JADE AT THE UNIVERSITY

Go across town and enter the university from the upper levels. Jade won't be there, but a man inside the library gives you a mirror and explains what Jade told him. Visit the store in the same room before leaving, and talk to the man (Fidan) again if you want to start a side quest.

When you're ready, leave the university and return to Troy's tower. She'll show you a transmission that she received. This ends another mission.

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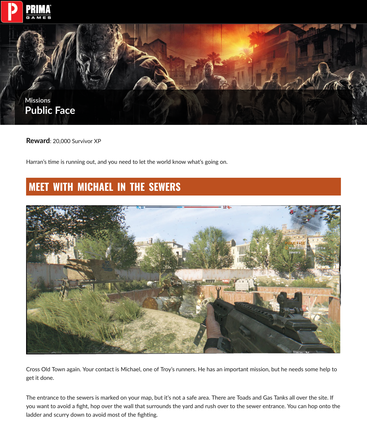


Missions

Public Face

Reward: 20,000 Survivor XP

Harran's time is running out, and you need to let the world know what's going on.

MEET WITH MICHAEL IN THE SEWERS

Cross Old Town again. Your contact is Michael, one of Troy's runners. He has an important mission, but he needs some help to get it done.

The entrance to the sewers is marked on your map, but it's not a safe area. There are Toads and Gas Tanks all over the site. If you want to avoid a fight, hop over the wall that surrounds the yard and rush over to the sewer entrance. You can hop onto the ladder and scurry down to avoid most of the fighting.

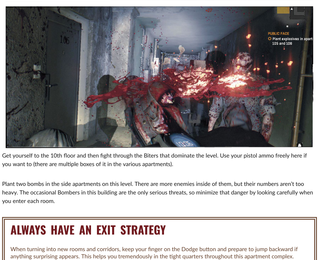
Swim from the water below toward the waypoint. A door lets you get back into the main sewers (your favorite place in town!)

There are more monsters in the sewers. Swim underneath the grating in the first room to avoid them, and come up the other side (or tear through the group if you'd like to get bloody). Either way, you need to swim below a barricade to continue.

Follow the flares to another tunnel and dive into the water when it ends. Pull yourself up, and walk deeper into the sewers once you catch your breath.

A small group of Biters crowds the next junction. It's possible to run past them, but a good fight won't take too long either. Clear or bypass them, then turn left to reach the waypoint.

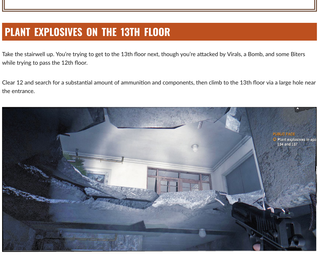
Michael isn't far away. Get to his location and search the room next door to him for low grade melee weapons and minor components. Talk to Michael and take four sets of Explosives from him. Open the red door and enter the building.

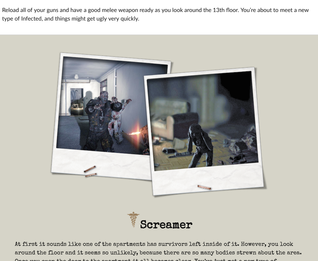


REACH THE 10TH FLOOR

The red door leads into a stairwell. Climb two flights of stairs and walk through the open door up top. Search the floor for spare components and then take the elevator up. This only gets you so far before the lift stops. Pull yourself out from the top of it and climb the yellow-striped ledges to get up toward the 9th floor. Jump around the outer edge of the shaft to avoid riding the cables back down, and leap through the opening to the main floor.

You can now reach the 10th floor by pulling yourself up through a hole in the ceiling; it's inside the large apartment on the other end of the floor. There are some minor toolboxes and such between the elevator and that apartment.





Get yourself to the 10th floor and then fight through the Biters that dominate the level. Use your pistol ammo freely here if you want to (there are multiple boxes of it in the various apartments).

Plant two bombs in the side apartments on this level. There are more enemies inside of them, but their numbers aren't too heavy. The occasional Bombers in this building are the only serious threats, so minimize that danger by looking carefully when you enter each room.

ALWAYS HAVE AN EXIT STRATEGY

When turning into new rooms and corridors, keep your finger on the Dodge button and prepare to jump backward if anything surprising appears. This helps you tremendously in the tight quarters throughout this apartment complex.

PLANT EXPLOSIVES ON THE 13TH FLOOR

Take the stairwell up. You're trying to get to the 13th floor next, though you're attacked by Virals, a Bomb, and some Biters while trying to pass the 12th floor.

Clear 12 and search for a substantial amount of ammunition and components, then climb to the 13th floor via a large hole near the entrance.

Reload all of your guns and have a good melee weapon ready as you look around the 13th floor. You're about to meet a new type of Infected, and things might get ugly very quickly.

Screamer

At first it sounds like one of the apartments has survivors left inside of it. However, you look around the floor and it seems so unlikely, because there are so many bodies strewn about the area. Once you open the door to the apartment it all becomes clear. You've just met a new type of Infected: the Screamer.

This creature calls all Infected nearby to come to its position. There are quite a few Infected on the 13th floor, so you're quickly surrounded by a variety of enemies (they're mostly Biters, but Virals and a Toad are mixed in there, too).

Fight quickly to get back to the 12th floor. You're safer there because most of the enemies won't jump down to get you. You can rest, get your health back, and then attack the Infected above on your own schedule.

Take out the masses until you gain access to the apartment with the Screamer once again. Sprint up to it and use a special takedown called "Calm Down" to silence the poor thing.

Search the remaining apartments and plant the other two Explosives on the stoves up there. As soon as you're done, run back to the elevator and slide down the cables. Take the elevator back down to the bottom and return to Michael quickly.

There are quite a few Infected at the bottom of the shaft. Switch to a ranged weapon and kill the Goon that dominates the group; he's lethal in these close quarters. The Gas Tanks and Biters that remain after his death won't be nearly as much of a threat, so you can return to melee weaponry.

Use the marked stairs to get down a level, and then search for the Detonator in a small room off of the main hallway. There's a Bomber with a few Biters down here, so use caution.

Grab the Detonator when you can and take it to the waypoint as you reverse your course through the sewers. Arrows mark the way out, and there won't be as many Infected to fight. There's a Goon coming up, but he's alone in a larger room (and thus, is a manageable kill). Search his area for components, then climb to the tunnel above to escape.

The way out is easy from there. Get outside and use the Detonator. Watch the next scene, and talk to Jade to find out what to do.

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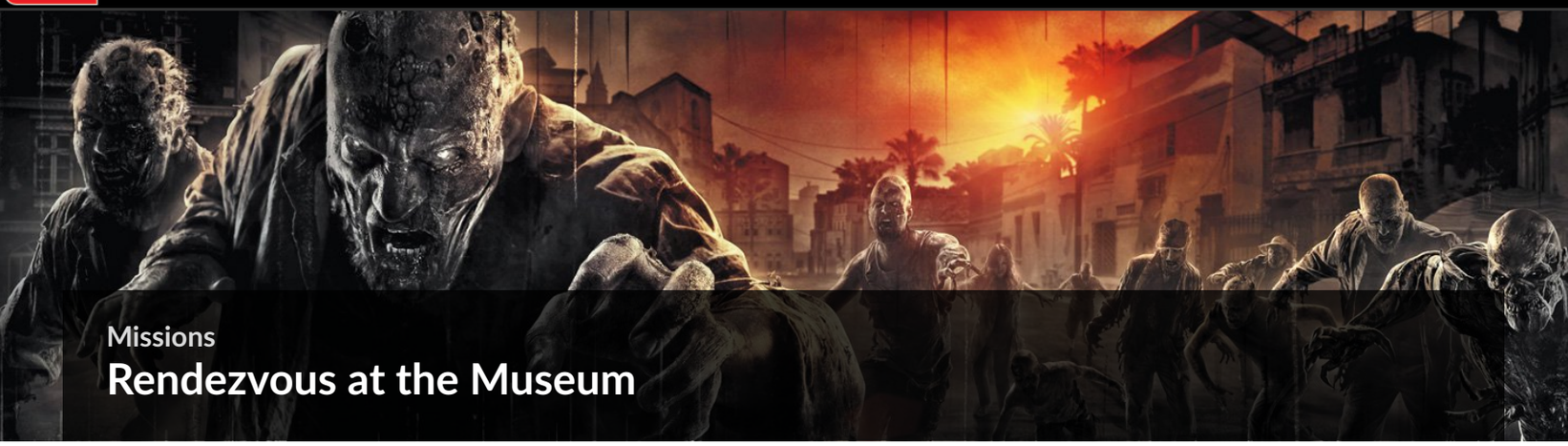
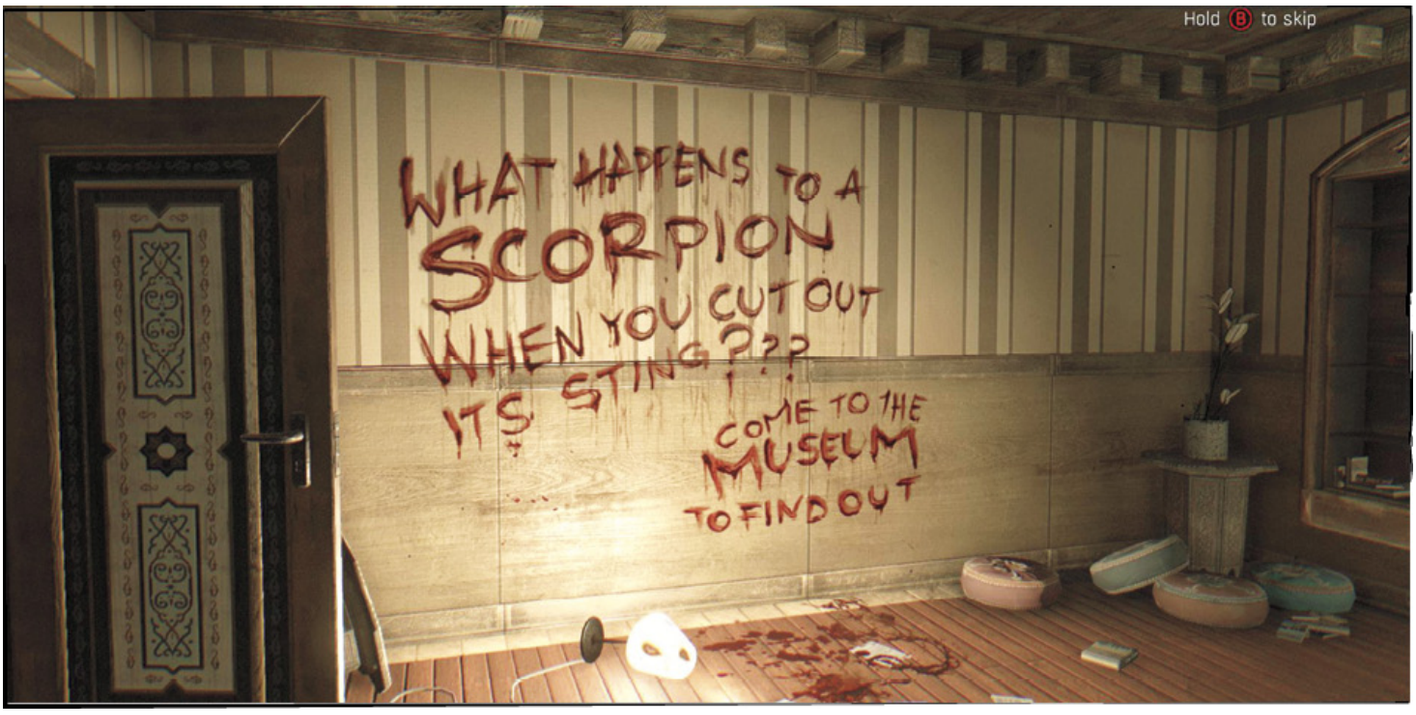


Missions

Rendezvous at the Museum

Reward: 5,000 Survivor XP

Go to the marked apartment where Jade is waiting. There's a message in the room when you arrive. Read it and change your plans. You must now go to the museum.



FIND THE MUSEUM CUSTODIAN

Leave the apartment and cross the city. Tariq is the museum's custodian, and he's in a Safe Zone on the roof of a building. Pay him a visit and try to convince him to tell you more about the museum. Even though he needs your help on another matter, he still gives you the information you're looking for; that makes him a pretty cool guy, so consider running his side quest if you have the time.

FIND THE UNDERWATER ENTRANCE IN EMERALD POND

Travel to Emerald Pond and look around the area. From the sound of things, the swim ahead of you is going to be very challenging. The area around the pond is fairly lucrative; you might find some Supply Drops and tougher enemies to fight, if you're in the mood for adventure.

When you're satisfied, go to the marked area at the lower side of the pond. A yellow circle appears on your map because Crane doesn't know exactly where he's going.

Get close to the middle of the circle and then drive down while looking at the cliff in front of you. There's a stone entranceway underwater. Swim quickly toward it and weave between the collapsed stones that block most of the way through. There's barely enough room, but you can make it!

Turn to the right when you reach the end of the tunnel and surface for air. There isn't much room, but you have just enough here to get your head up. Breathe deep, and then follow the path on your minimap to get through the remainder of the underwater section.

This finally takes you to a door underneath the museum (or close to it). Success! Go through the door quietly.

FIND A WAY INTO THE MUSEUM

Take a moment to prepare, then walk toward another submerged section in the new building. This is going to be your longest underwater run, so it must be done properly. You're going to be going through a room without air above, so proceed with conviction and don't hesitate.

Swim forward, and then go through the damaged iron bars on your right side. Take the path as it leads to the right around the edge of the room, and through more bars when it stars to turn left again. Dive lower as you reach the end of the room so that you can get through a stairway entrance. This gets you up into a chamber with air at the top, so surface immediately!

Restore all of your Stamina, then dive and swim forward quickly. Go to the waypoint and turn right. Swim in that direction while slowly drifting a little bit right to avoid obstacles as you approach the next entrance.

This portion of the swim is fairly linear, but it's long. Stay calm and don't try to surface until you get to the next waypoint (the one above you). Surface then and relieve your aching lungs.

Climb out of the old tower that you've located using the beams on the sides. It's a fairly simple climb. The way forward isn't too bad now either. You're in an unused portion of the museum; probably sections that were covered during a remodeling a long time ago. Follow the waypoints through and talk to Troy to give her an update.

Before long, you get out of there and see Rais' men. Slow down to take stock of things. You have the advantage because they sure weren't expecting you to come in this way!

Take out the two guards below you with ranged weaponry or a proper melee ambush before they can react. Once they're down, loot their ammo and approach the main gate ahead. Open that door and watch a cutscene, but take cover afterward and keep your best ranged weapon armed. The next gunfight is an extensive one.

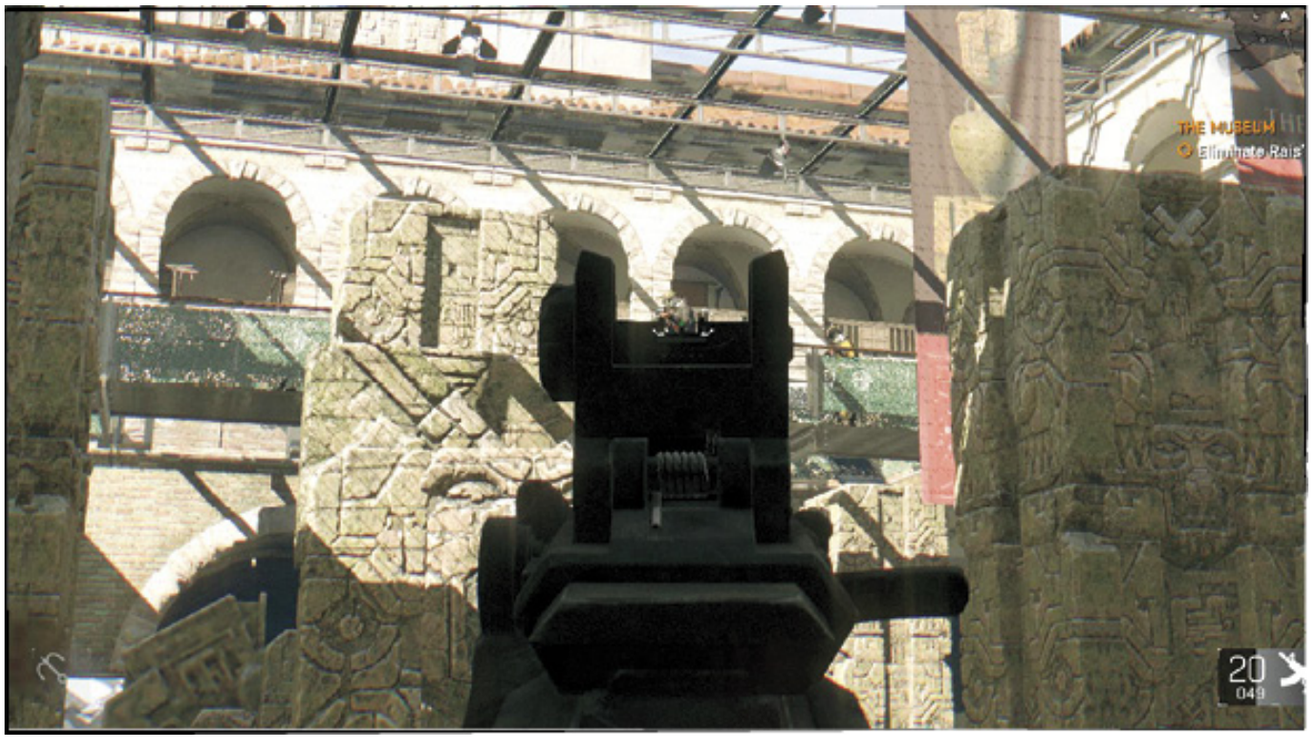
ELIMINATE RAIS' GUARDS

Two waves of Rais' men attack. The first wave is on ground level. They have rifles and grenades, and they use both pretty heavily. Switch cover if any of the grenades lands close to your location, but otherwise stay safely behind the pillars and only pop out to aim, fire, and eliminate targets.

THE MINIMAP IS EVEN MORE IMPORTANT THAN USUAL

Use the minimap to get a rough idea of your enemies' locations before you leave cover. This makes it easier to quickly acquire them visually and spray them down with bullets.

This helps even more in the second half, when there are men on the walkways above. They have a decent advantage over you, and every second spent looking for them is a shot to the gut that you have to take.



Loot the bodies quickly at the end of the first fight and then tackle the second wave of enemies on the walkway above. Use a Grappling Hook to get up there afterward, or climb on the glass display cases and jump to the larger stone sculptures to get higher up in the room.

There are three more guards in an adjoining hallway, on the upper tier. Sneak around the corner to surprise the first one, and aim carefully down the hallway to snipe the other two when they look out to see what's going on. This fight is not as challenging as the previous one.

Walk down the hallway and open the shutter at the end of the passage.

FOLLOW JADE

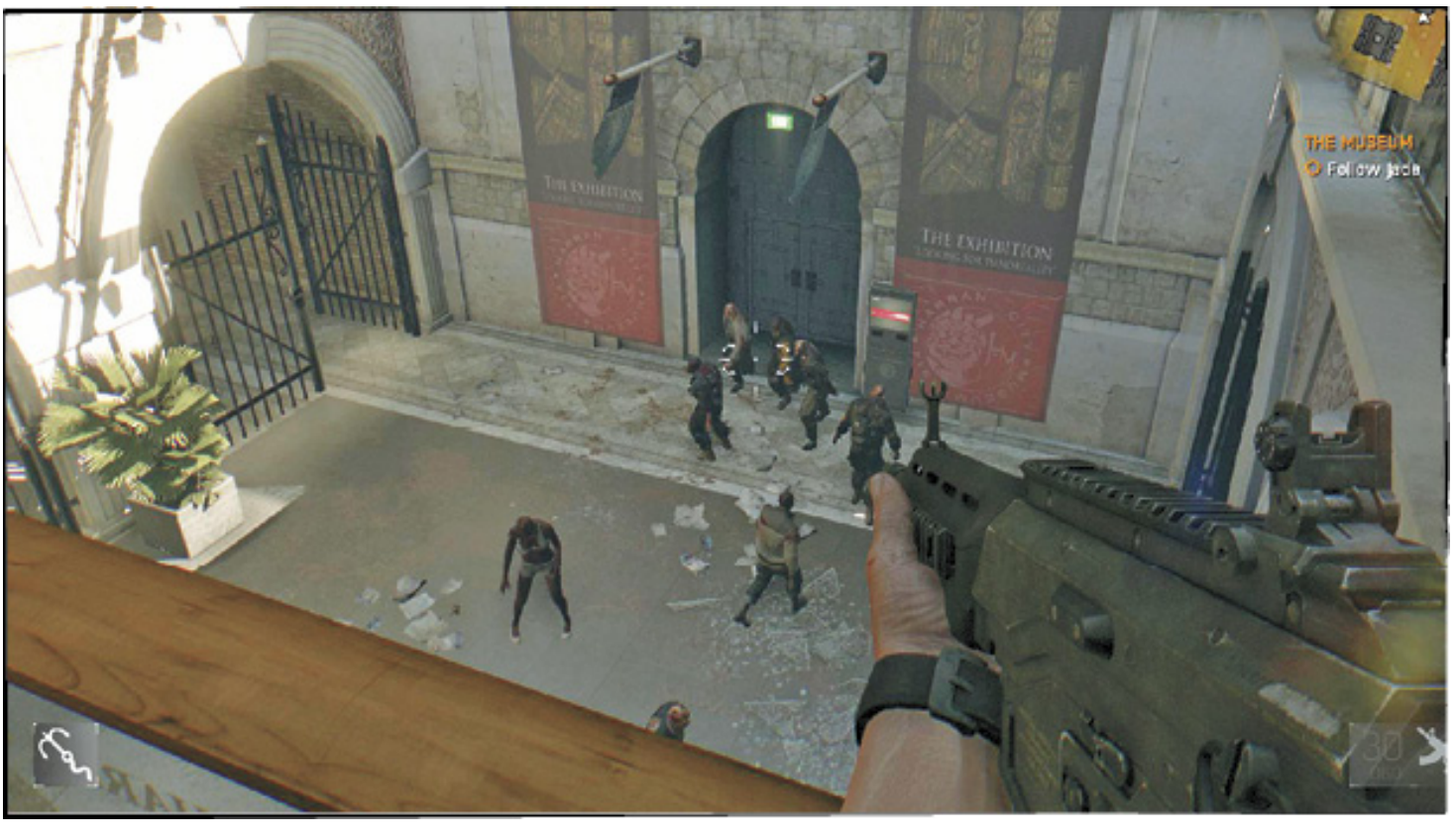
Go down to the lower level in the next room and head outside through a garden area to find several more of Rais' men. Take cover and fight through the throng of enemies as you approach the next building. Stop to make a few more Medkits if you're running low, and always pick up ammunition from the slain thugs when the fighting ends.

Pass through the first room of the new building, and look out over the next one. It's a doozy. There are dozens of Biters in the lower chamber, and two of Rais' men are watching over the area from the far side. They attack once you get down into that mess. If possible, use a Grappling Hook to pull yourself onto the suspended lights over the center of the room. That's a good way to avoid the Biters and achieve a clear line of fire against Rais' men. Failing that, you can get onto the first light from the entrance and leap onto a ledge to the side to get around to the second light.

SHOULD YOU FALL

The Biters are massed heavily below you. Turn around and get back to the front of the room if you fall, and jump back to the ledge where everything began. The Infected can't follow you there and you can start over.

Search the dead guards on the far side of the room and go to the last part of this area. There are several more Biters down there, and all of them must be eradicated before you're allowed passage through the doors below. Use any weapons you like; melee attacks are fine, because this horde isn't quite large enough to overwhelm you.



Vanquish the mob and then proceed through the doors. A cutscene follows.

Help Jade Kill the Infected

A mass of Infected break into the gallery where you and Jade are standing. Biters and Virals are soon everywhere. Jade is extremely tough, so you don't have to shepherd her through this, but you certainly have to contribute as many kills as you can to ensure you both survive.

If you have explosives, use them on the throng while they're coming through the doors. They are packed tightly together, so the detonation delivers heavy damage to a large number of Infected.

Once the Infected are among you, it's hand-to-hand combat time. Switch to a fast melee weapon and aim high to take down targets as quickly as you can. Swing wildly and repeatedly even though that's somewhat inefficient. There are so many targets that you aren't going to miss very often!

When your Stamina expires, sprint away from the fighting and catch your breath. Once fully recovered, run over to Jade, hack through the mob that's probably overwhelming her, and repeat the berserker slashing technique until you're tired again.

Eventually, the horde falls silent.

ESCAPE THE MUSEUM

Follow Jade to the door and try to escape the museum. A long scene follows. There isn't any loot to find and you don't have to do any fighting. Follow Jade through a complex landscape of buildings and islands, and listen to what she's saying. You can't really lose in this section, so we're not going to explain what happens. It's important that you see it for yourself. This part of the story concludes when you return to the museum and another cutscene plays.

DEFEAT TAHIR

Reward: 20,000 Survivor XP

Now we'll get back to the action. Rais sends his second in command to kill you. Well, that's fine. It means you know exactly where he is. Take this guy out forever.

Kill Tahir

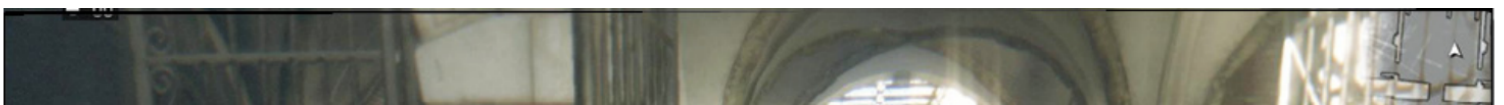
The battle starts as a one-on-one fight between you and Tahir. Both of you have good melee weapons, but he also has Throwing Knives. Although that gives him an edge, you're better at dodging. Dodge to the sides if he tries to throw anything at you, or use the pillars in the center of the room for cover so that he has to close to melee range to hit you.

Tahir clearly telegraphs his attacks, so you know when he's winding up for a major strike. Use that to your advantage. Dodge backward to avoid it, and immediately come back in with multiple slices of your own. He dodges or blocks one, but the rest of the flurry gets through, inflicting some serious damage.

Back off to avoid any counterstrikes, then get your Stamina back. Repeat this several times to wound Tahir badly. Once he's low on health, the coward gets assistance from several other guards. They enter the room and attack you with melee weapons of their own. Back off, using the pillars for cover again. Force them to come to you, and eliminate his minions with hit and run attacks. Don't go after Tahir again until you're clear of the small group.

Attack viciously when it's just you and Tahir. Finish him off with the same dodge, advance, berserker tactics.

LEAVE THE MUSEUM



Arm yourself with Tahir's Weapon and leave the museum. Follow the waypoints out toward the main gate. There are two thugs with melee weapons on your way, so take out some aggression on them.

Stop after that small fight, search the area for a Stash, and then get your equipment back. Cross Old Town and meet Troy on top of a tower in the upper-right portion of the map. This initiates the next portion of the story.

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Missions

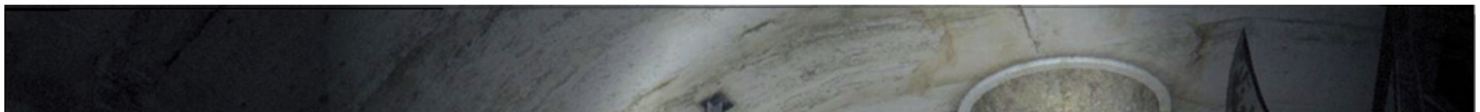
Broadcast

Reward: 20,000 Survivor XP

The world is still being kept in the dark. You have to let people know the truth about what's happening here. Troy has a new plan for that.

USE SEWERS TUNNELS TO REACH THE RADIO TOWER

Finish your meeting with Troy and get back outside. Climb carefully down from her location and return to the streets or rooftops. You need to get to the left side of the map; take whatever style of transport you feel most comfortable with.



The sewer entrance that you need is under a heavy stone bridge. Hop down into the canal that runs below it and look for the entrance there. Go inside and enjoy the brisk smell of the sewers once again.

Jump down from the entrance area to the walkway below and loot a couple of chests as you make your way through the small room ahead. Go through there and around the right bend in the next area.

You reach a junction with three rooms attached to it. The side rooms are locked and have chests in them. The main route is in front of you. Walk through that opening and turn left. The passage takes you to what used to be a Safe Zone down here, but things didn't turn out that well.

Climb over a barricade and explore the destroyed survivor base. You know things are going poorly when you hear the weeping. This has happened before, so you know what to expect. The partially-closed door at the end of the route leads to the Screamer's room. Silence the Infected quickly and search the room for a Double Barreled Shotgun and some good supplies.

Sadly, the Infected in the area are going to become more active now... Much more active. This place is about to become a festival of meat.

They're Coming!

A limitless number of Virals are going to attack now. They come from all directions, slipping through the defunct barricades that the survivors erected earlier. Don't trust your back anyway. Stay mobile to avoid being flanked by these Infected, and use one of your best melee weapons to keep their numbers from building up.

Something very large is smashing into one of the wooden walls on the edge of the base. Whatever it is isn't agile enough to slip through like the Virals, and it sounds big enough to be a Demolisher.

There are some explosive barrels around the area. If you start to get overwhelmed and have decent aim under pressure, shoot those to kill some of the Infected without losing much time or ammo.

Once you destroy enough Virals, the giant comes through the wall. Yup, it's a Demolisher. The worst news is that you can't destroy all of the Virals and face him alone. This group keeps pouring in as long as you're in the base. That means you must kill the Virals and the Demolisher together.

Back away from the group of enemies so that the Infected are on only one side of you. That makes it much easier to dodge at the right time because you can see everything that's attacking. Prioritize the Demolisher as you dodge, and hurry to slash at it while the beast recovers from its charges.

Kill the Demolisher and escape through the hole it made in the old barricades.

Slaughter any remaining Virals when you reach the end of the sewer passage, then loot the chests stashed there. The valve on the right lets you open a gate that provides access to a pipe. Use this to get out of there. The pipe leads to a room where you can drop into a lower corridor. Jump down and ready your firearm. Snipe two Toads at range before going all the way into the next chamber. There are two more Toads that are harder to see until you're inside, but they're easier to deal with once the others are dead.

Clear the room and then look for a ladder on the other side that leads up toward the higher walkways. Zip up there on your Grappling Hook or climb the old fashioned way. The way out is directly along the route that gets you up there, but there's another room with piles of ammunition and chests of components across the room. Get what you need before leaving.

The main room takes you to stairs that lead up several flights. Climb them all and proceed quietly at the top. Several Virals are facing away from you, and someone with Takedown can grab a wonderful number of free kills without having to risk themselves.

If you don't have Takedown, use your normal killing methods to draw these Virals out and slice them up. There's some loot in an interior room halfway along the tunnel, but it isn't really worth a detour.

Climb the stairs at the other end of the corridor and head out into the open air.

FIND AN ACCESS CARD FOR THE RADIO TOWER

Run off the ledge where you exit the sewers and drop all the way down to a large heap of trash below. You may die if you miss the bulk of the bags, so sprint to the edge and get a strong start.

DARKEST BEFORE THE DAWN

It's night time over by the radio tower, and you aren't going to get this section done before daylight shines. That means the Volatiles are out and about. Be careful, my friend.

The buildings below you don't have much to find, but search them anyway is you're the type who likes to stay really well stocked on items. Go through the open gates after you get the radio call that explains what you have to find. There is an Access Card somewhere ahead. Your buddies can narrow it down to two buildings, but that's the best they can do.

Walk along the dark road that goes to the first of these buildings. There are Virals, Biters, and Goons on the way. Fight them or swing wide to the right to try and avoid some of the trouble.

Things don't get any easier when you arrive at the first searchable location. There's a building on the right and a parking lot on the left. Monsters infest the entire place. You're going to face myriad Infected, including quite a few tougher enemies. Don't try to rush in and get it all done in a single swoop. Hang back, lure the faster enemies out to die on their own, and then work on the remainder of the host. Otherwise, you stand a good chance of dying.

Search everywhere for the Access Card, then travel to the second marked site. To get there somewhat safely, cross the damaged bridge that connects the sites. You must maintain your balance to do this. The last section is more manageable if have your Grappling Hook.

The other site is just evil. There are two Demolishers, Volatiles and Virals for backup, and a Toad providing overwatch. There also isn't much room to maneuver. It's as tough as it sounds. And to make matters worse, the Virals and Volatiles keep coming, so you can't just weed them out.

Are you ready for our brilliant strategy for surviving this? Don't fight them. Sure, it's possible to get some great kills here, but you're going to lose tons of your medical supplies embarking on that fruitless effort. A more prudent plan is to sneak into the second compound and sprint toward the blue container on the left side of the yard (following your map). Dive into it from a hole in the top of the container, then kill any Volatiles or Virals that come over you. The Biters and Demolishers can't do anything about it because they're not agile enough to reach you. So, you're safe for a moment. Search for all of the components inside the container and take the red Access Card from the ground near a body.

ENTER THE POWER SUBSTATION

With the card in hand, you can enter the power substation. Leave the yard and climb the tall hill that goes up toward the radio tower. Use your Grappling Hook or run along the switchbacks to get as high as you can, and watch the map for incoming Virals. Kill any of your pursuers so that you can resume a stealthy approach. Fighting your way up the hill is not entirely safe or sane.

Hook your way over the barbed wire fence, or follow the road around the radio tower and use a white van as your landmark. That's where the fence has an unprotected area for you to jump over. Inside, two Toads are standing on top of a building. Hurry over there and kill them to eliminate their ranged attacks. This affords you a moment to look around.

Goons, Virals, Volatiles, and Biters are here in abundance. The more noise you make, the more that arrive. From the main building where you fought the Toads, throw some Firecrackers and jump down to ground level. Look for a glowing card reader by the building's door. Use your Access Card on it and get inside. Kill the Infected in there and shut the door before you have to fight the whole horde of beasts out there.

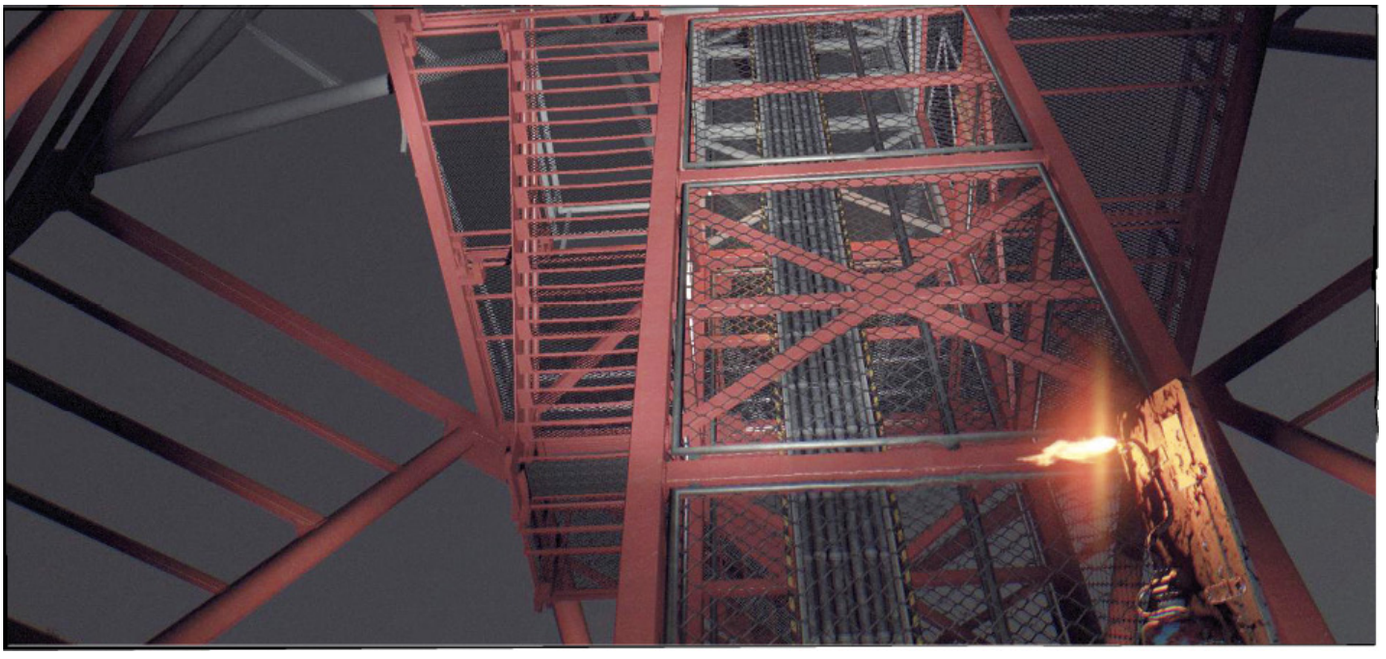
Search the building for a pile of Lockpicks, some other components, and the breaker that you need to flip in a side room. Take care of it and then go the tower.

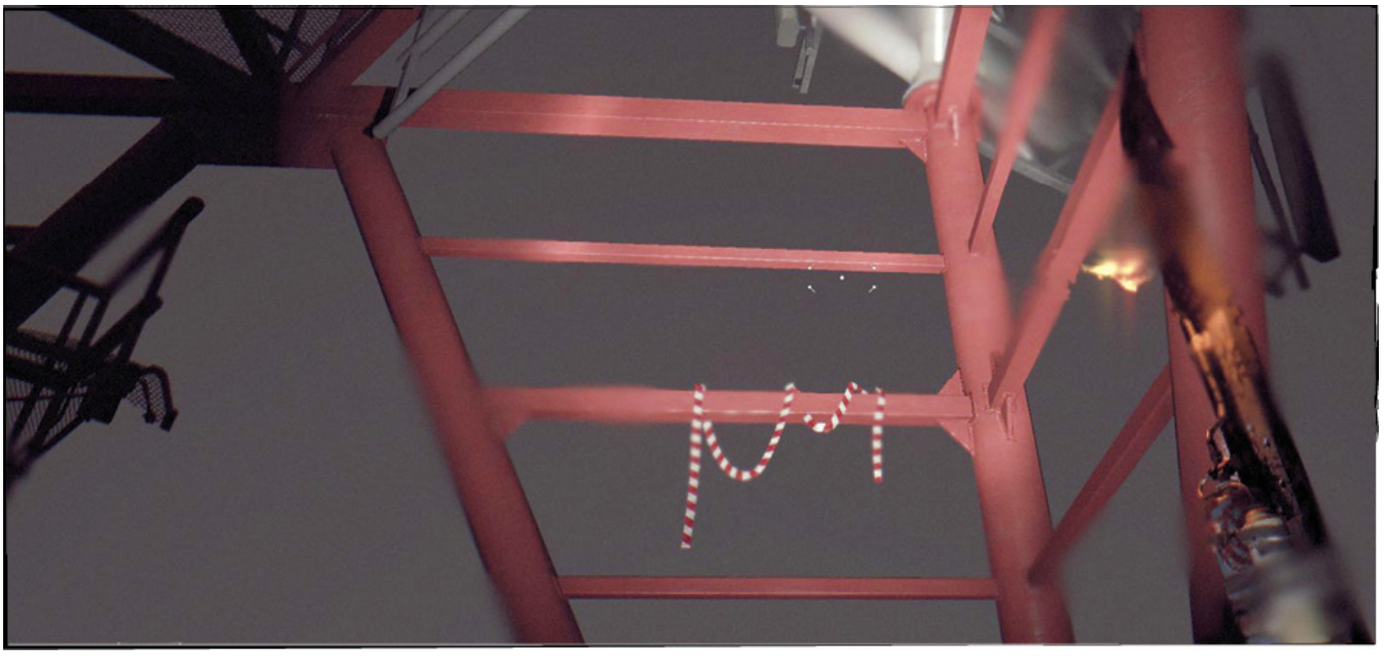
Use the control panel at the base of the tower to activate the elevator. And here it comes! It's coming down. A bit quickly. You'd better step back from the tower, actually.

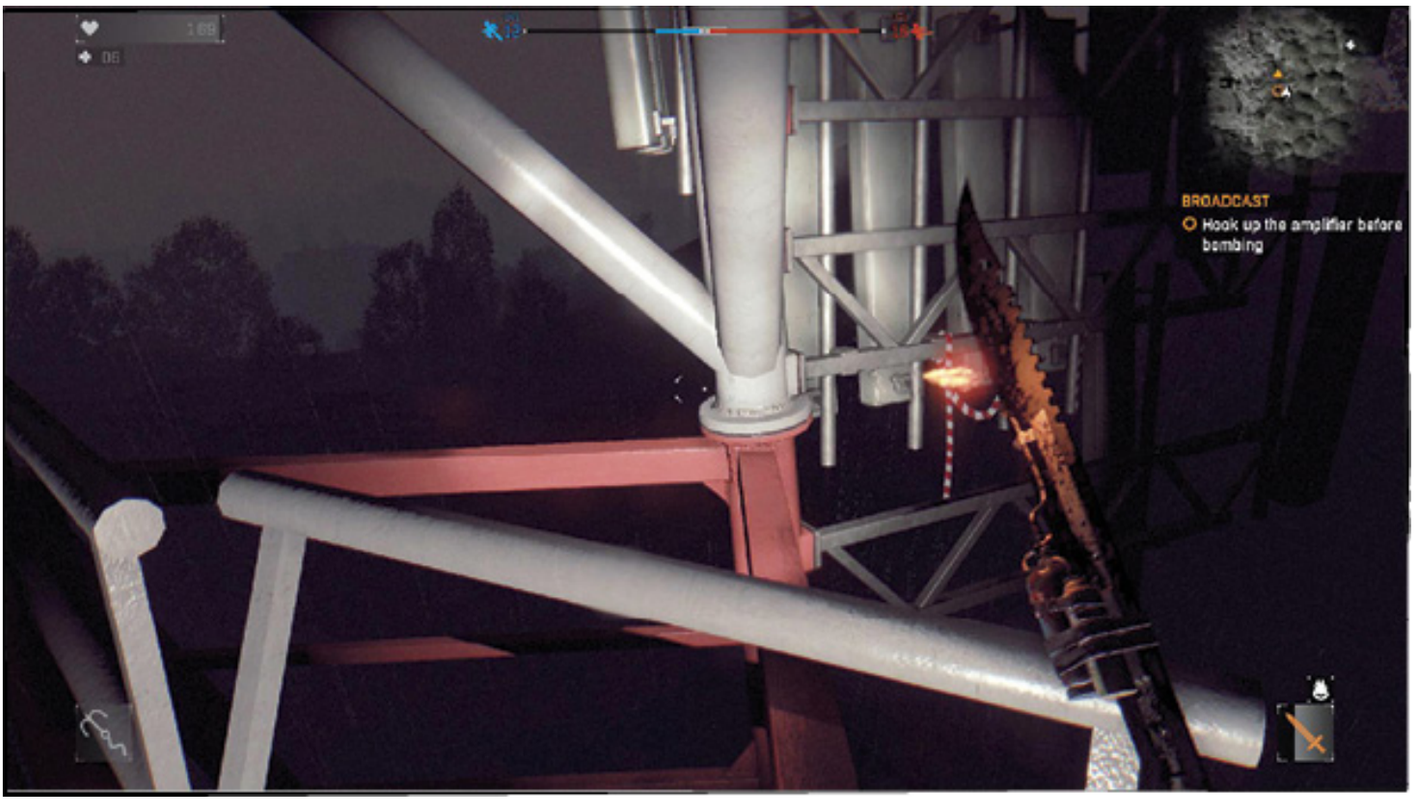
So it's the slow way up after all. Climb onto the wreckage of the elevator and start heading up.

When you want to proceed, climb up only a third of the way inside the elevator shaft and look for an opening in the metalwork. Jump to that and pull yourself through so you can walk the rest of the way up by the stairs (you can't climb far enough, so this is what you have to do).

You reach a broken section of the stairs when you're halfway up. Stop and look to your side. A piece of rope is tied to the tower's struts. It looks like a candy cane. Jump over to that and pull yourself higher, then leap back to the main walkway above.





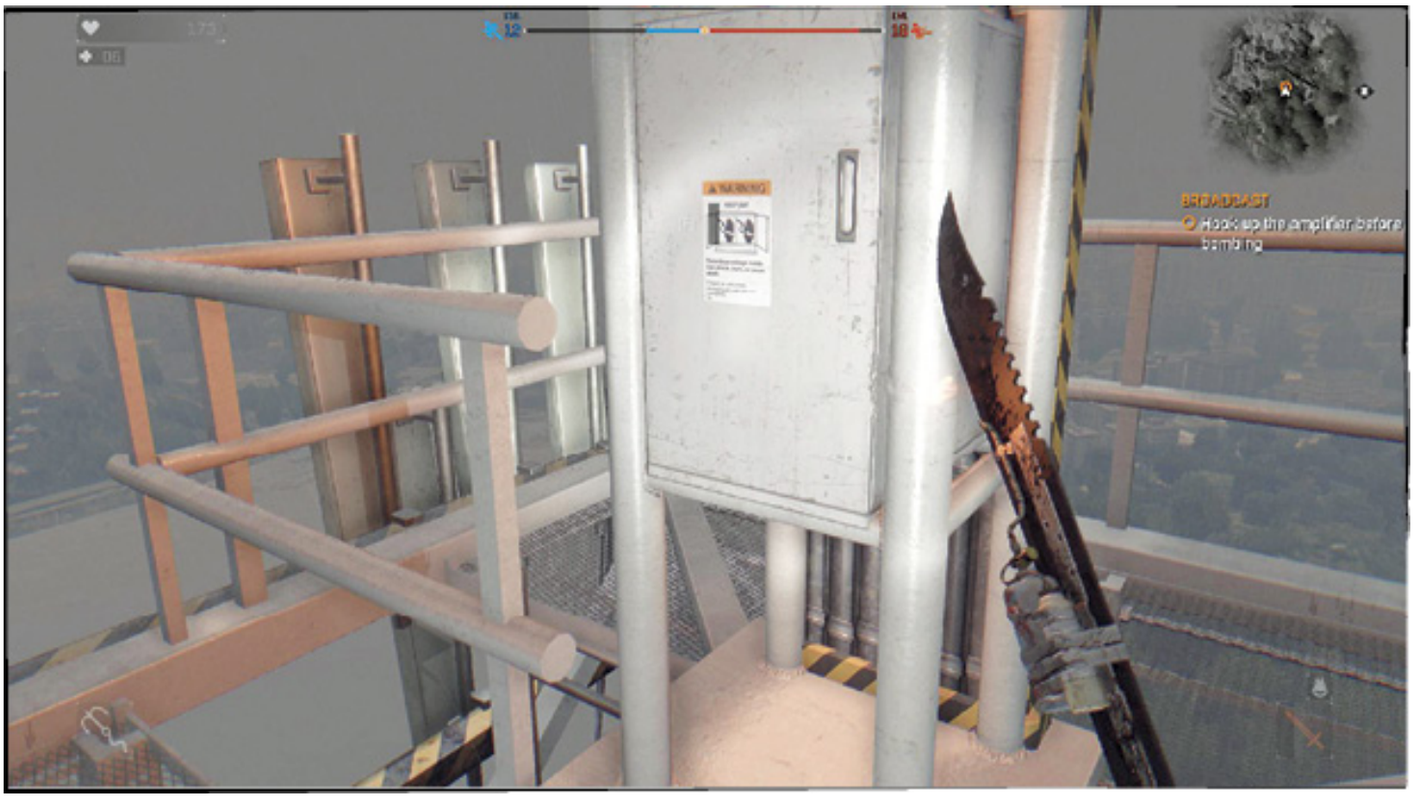


We hope that you're not afraid of heights, because the next jumping section is a bit adventurous. The stairs quit out on your again, so you must jump onto the supports that are suspended farther out (and again, they have a red and white striped rope on them). Jump aggressively out to that support, or else you won't get far enough and will fall to your death.

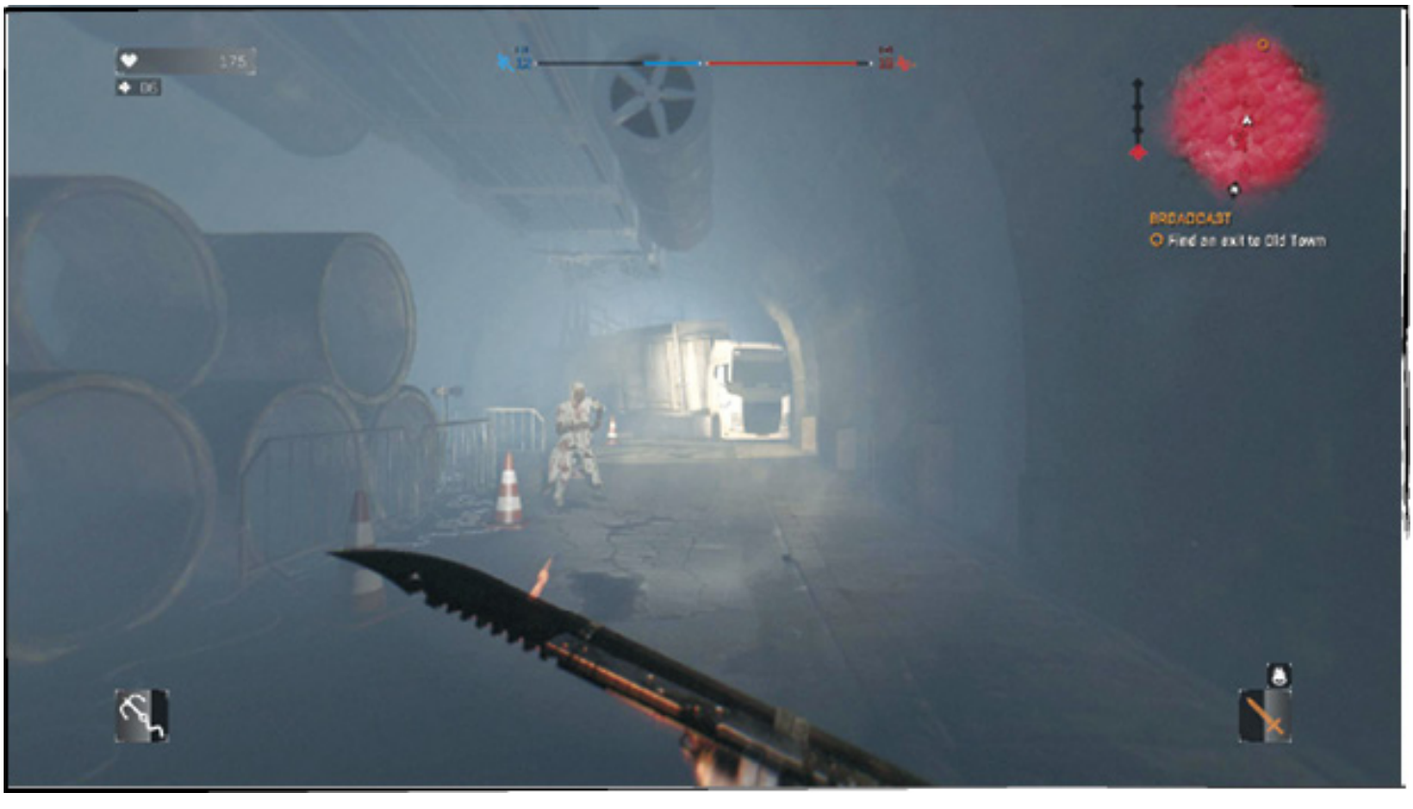
Pull yourself up and jump from section to section until you reach the edge of that group. Turn around and jump back to a walkway. Now you're in business again, on solid ground for at least a few seconds.

The final leg of the climb is safer, but can still be harry at times. Use the striped yellow bars as your guideline and head for the last platform up top. When you're there, use the Amplifier on a control panel to send your message out to the world.

Watch the next scene, then use the support wires on the tower as the ultimate zipline to get back down to the ground quickly. You just did some amazing work.



GET TO THE TUNNEL



You have a fairly easy run back to the sewers. The tunnel doesn't have many enemies along the way, and you don't actually have to fight any of them. Dawn has arrived, too, so the Volatiles have backed off again to wherever they go during the daylight hours. Get to the marked tunnels as soon as you can. Old Town is just a short trip away.

There are Infected everywhere… Goons, Biters, Virals, you name it. Run from them to get through the tunnels until you bump into the Volatiles. Guess we figured out where they were hiding. Small comfort.

Sprint toward the next waypoint without delay. Use your Grappling Hook, if possible, to get more speed during the open stretches in the tunnels. Avoid the large piles of bodies by diverting to the side, but stay focused on making forward progress.

Jump up and climb over the white truck at the end of the route and run through the door to the right. This leads to the Old Town exit soon afterward.

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Missions
The Clinic

Reward: 15,000 Survivor XP

You've stayed off disaster, but still must reach Doctor Camden at the clinic in Old town.

BRING DR. ZERE'S SAMPLES TO THE CLINIC

The clinic is a couple minutes away from where you are. Call Dr. Camden to let him know that you're on your way, then cross Old Town again. There are Infected and Rais' soldiers around the clinic, so move in quickly to avoid getting bogged down and shot.

Slide under a mostly-closed shutter to get into the main lobby, then immediately attack the two men inside. Hack them to pieces and use the elevator call button in the back of the room.

Wait for the elevator to arrive, get in, and descend into the bowels of the building.

FIND A WAY TO GET TO DR. CAMDEN

The power in this place isn't working very well, so you don't have access to much of the facility. Go through the first few rooms, and look for the locker room farther in that has an open grate on the ceiling. Climb into that and crawl through the ventilation shaft. It's hard to get lost up there, but you sure don't have much room to maneuver.

Drop into the connecting chamber and keep your weapon out. It doesn't look like there are any threats in there, but looks can be deceiving. After you deal with any problems, use the computer terminal to unlock the doors in the building.

Slide your card through the reader beside the door out of the room, and open the way back into the corridor. Go toward the next waypoint and don't get too close to the doors or windows of the rooms you pass. There's plenty of pounding and screaming going on. The place has probably seen better times.

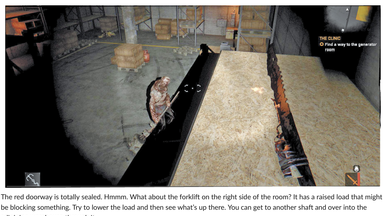
Camden guides you toward a decontamination area. You get a nice look at it, but the systems won't work yet. Instead, backtrack to the office area in the previous large hallway. Camden opens the doors for you, but the fighting is all on your shoulders. Kill a couple of Biters and then handle the Gas Tanks that come out, too. Back off and use ranged weapons if you're worried about detonating their tanks in these confined spaces (something that could easily kill you if you're in melee range).

RESTORE POWER TO THE FACILITY

Unlock the next office and go inside. Most of the Infected are on the floor when you enter, so you can get a few easy kills before they rise. Do that quickly, then finish off anything that's still moving.

Pull yourself into the shaft above that room. It goes around the long way to get over the main hallway and then across it. When you reach the end, you find a warehouse area with barrels scattered everywhere.

Stay on the shelves while you look at the Biters and Gas Tank down on the floor. They're surrounded by a toxic fog that you don't want to play with. Shoot the Gas Tank to blast the mob, then jump down to the boxes and forklift below to kill the Biters without touching the floor.



The red doorway is totally sealed. Hmmm. What about the forklift on the right side of the room? It has a raised load that might be blocking something. Try to lower the load and then see what's up there. You can get to another shaft and over into the adjoining warehouse through it.

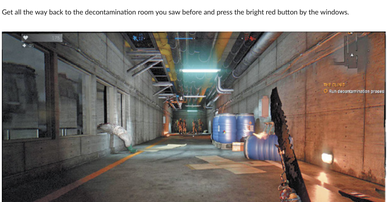
There's a very large Goon in the darkness below you. Kill him with ranged weapons. It's wiser than jumping down to fight him with melee attacks. Several Gas Tanks are resting on the floor, and you don't want to disturb them during a battle. It's better to snipe the Goon and then assassinate the Gas Tanks before they wake up and attack you.

Go to the forklift that's blocking the door and use it to lift its load. You can now get back into the primary hallway. Crawl out to it and use your card to open the last side room in the hall. There are three power generators inside. Try to turn all of them on and you get most of what you're looking for!

RUN THE DECONTAMINATION PROCESS

Retrace your steps back through the warehouses and into the ductwork. There are quite a few tougher Infected in the big hallway, but you don't need to attack any of them, and they won't notice you unless you do something crazy or loud. Only fight if you're looking for extra Power XP.

Get all the way back to the decontamination room you saw before and press the bright red button by the windows.



Allow the process to reach its conclusion, then continue through the chamber when the doors open. Meet Camden and give him the Samples you've been carrying. Wish him good luck with his research, and then leave the facility. The security door on your right makes it a fairly short trip out. Return to the elevator, ride up, and make your way outside.

CONTACT THE GRE

Reward: 20,000 Survivor XP

Several radio calls come through after you get outside. Instead of calling the GRE, other things happen and your waypoint changes.

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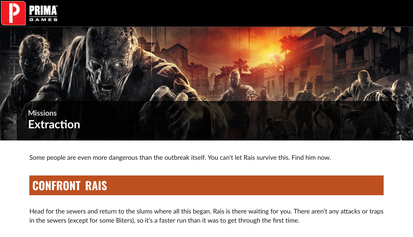
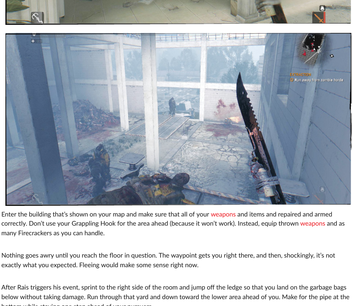


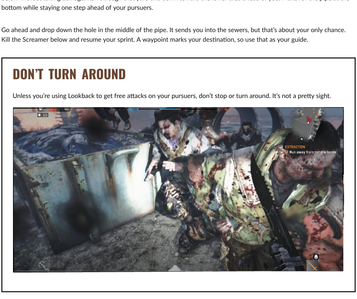
Missions
Extraction

Some people are even more dangerous than the outbreak itself. You can't let Rais survive this. Find him now.

CONFRONT RAIS

Head for the sewers and return to the slums where all this began. Rais is there waiting for you. There aren't any attacks or traps in the sewers (except for some Biters), so it's a faster run than it was to get through the first time.





Enter the building that's shown on your map and make sure that all of your weapons and items and repaired and armed correctly. Don't use your Grappling Hook for the area ahead (because it won't work). Instead, equip thrown weapons and as many Firecrackers as you can handle.

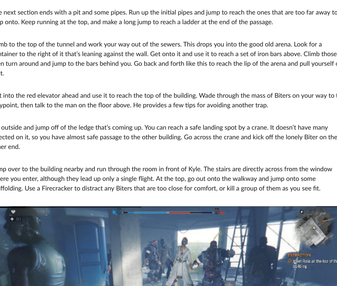
Nothing goes awry until you reach the floor in question. The waypoint gets you right there, and then, shockingly, it's not exactly what you expected. Fleeing would make some sense right now.

After Rais triggers his event, sprint to the right side of the room and jump off the ledge so that you land on the garbage bags below without taking damage. Run through that yard and down toward the lower area ahead of you. Make for the pipe at the bottom while staying one step ahead of your pursuers.

Go ahead and drop down the hole in the middle of the pipe. It sends you into the sewers, but that's about your only chance. Kill the Screamer below and resume your sprint. A waypoint marks your destination, so use that as your guide.

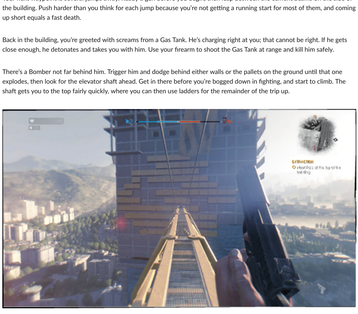
DON'T TURN AROUND

Unless you're using Lookback to get free attacks on your pursuers, don't stop or turn around. It's not a pretty sight.



Follow the tunnels without making any substantial engagements with the Infected. There are far too many to kill. Throw an occasional Firecracker to keep them from swarming you. Dodge aside or use Vault if anything gets in your way.

You eventually reach a set of beams that must be carefully traversed. Line up your run before you get there to avoid maneuvering much once you're already running across them. Going over this tough spot may stop some of the Infected that were behind you, but the pressure from the sides is still on. They're coming at you from everywhere! Slide under the barricades to get a small respite and use times like this to grab a Medkit and restore your health if you've taken any damage. Use ziplines during the downward sloped area to get a bunch of fun XP while kicking Biters all over the place.



There are minor jumping areas to pass as you proceed. The next one has you go along the right side and then leap to the left. The one after that has two sets of pipes you must jump between before getting up a level. Perform these as best you can. If you fail, you must restart the entire sewer portion of the run.

The next section ends with a pit and some pipes. Run up the initial pipes and jump to reach the ones that are too far away to step onto. Keep running at the top, and make a long jump to reach a ladder at the end of the passage.

Climb to the top of the tunnel and work your way out of the sewers. This drops you into the good old arena. Look for a container to the right of it that's leaning against the wall. Get onto it and use it to reach a set of iron bars above. Climb those, then turn around and jump to the bars behind you. Go back and forth like this to reach the lip of the arena and pull yourself out of it.

Get into the red elevator ahead and use it to reach the top of the building. Wade through the mass of Biters on your way to the waypoint, then talk to the man on the floor above. He provides a few tips for avoiding another trap.

Go outside and jump off of the ledge that's coming up. You can reach a safe landing spot by a crane. It doesn't have many Infected on it, so you have almost safe passage to the other building. Go across the crane and kick off the lonely Biter on the other end.

Jump over to the building nearby and run through the room in front of Kyle. The stairs are directly across from the window where you enter, although they lead up only a single flight. At the top, go out onto the walkway and jump onto some scaffolding. Use a Firecracker to distract any Biters that are too close for comfort, or kill a group of them as you see fit.

The scaffolding gets you over into another room with a heavy Infected presence. Again, throw a Firecracker to distract them if you're trying to race through. Or, clear out the Biters and Virals in front so that you have room to kill the Goon that's bringing up the rear. Amusingly, if you run past group and leap onto the scaffolding behind them, your enemies kill themselves trying to chase you. They fail to their deaths trying to get onto the scaffolding!

Your next waypoint is several jumps away. Ready a gun before you begin, then leap between the cement beams on the side of the building. Push harder than you think for each jump because you're not getting a running start for most of them, and coming up short equals a fast death.

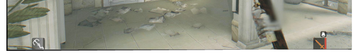
Back in the building, you're greeted with screams from a Gas Tank. He's charging right at you; that cannot be right. If he gets close enough, he detonates and takes you with him. Use your firearm to shoot the Gas Tank at range and kill him safely.

There's a Bomber not far behind him. Trigger him and dodge behind either walls or the pallets on the ground until that one explodes, then look for the elevator shaft ahead. Get in there before you're bogged down in fighting, and start to climb. The shaft gets you to the top fairly quickly, where you can then use ladders for the remainder of the trip up.

Get to the top and pull yourself onto another crane to return to the main building. Sprint all the way across the arm and jump onto the wall ahead. The crane starts to collapse, and if you wait for even a moment you're going to miss your chance and go down with the whole thing.

Pull yourself up the wall until you can't go any higher and then look for a grey ledge to your left. Jump over there and turn the corner to look at the next section of this "walkway." It's not really meant to be used as a way across the building, but beggars can't be choosers. Use the yellow railing to reach the far side of the structure, then step back onto a ledge.

Run forward and climb the next wall to reach a higher floor. Jump carefully onto the exposed cement platform in front of you, and then take another walk on a yellow railing to proceed.



Climb up through the next couple areas using construction equipment. Rais is up top. There are several quicktime events that you need to complete, but we won't spoil what happens. Just be ready to hold the first button and tap the buttons shown in the subsequent events.

The end is in site! Good luck.

WANT MORE FUN?

You can still play the side quests and gain XP after the final events of the game. There isn't a point of no return. If you want to have a greater challenge, start over and try New Game+ to fight against Infected with even higher stats.

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Side Quests and Challenges

Overview

This chapter covers all of the side quests. Many of these are very involved, requiring you to face difficult battles, search for tricky and hidden items, and be quite thorough. Read on to see where everything starts and ends to access the most exciting challenges whenever you want!

Our chapter is sorted alphabetically so you can look up quests without reading through all of the stories (and won't spoil anything you haven't started yet).

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Side Quests and Challenges

A Baby is Born

Availability: After Completing “A Pact With Rais (Second Half)”

Location: Macary is on the east side of the map, not too far from the overpass

Rewards: 5,000 Survivor XP

Difficulty: Medium

There’s a building in the Slums with someone screaming inside (south from the overpass). Pound on the door to talk to a survivor named Macary. His wife is in labor, and some Alcohol would potentially save her life. It’s a pretty good disinfectant in a pinch. Find several containers and bring them back to Macary.

He asks for multiple containers, and then pushes you to do this entire run multiple times. After the third attempt, you can pick the lock on the door. Look inside to get credit for the quest.

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Side Quests and Challenges

A Survivors Guide to Zombieland

Availability: After Completing "A Pact With Rais (Second Half)"

Location: Talk to Nail in the Harbor Area

Rewards: 5,000 Survivor XP and $2,000

Difficulty: Medium

Neil is a journalist who needs to recover his interviews and footage of the outbreak. The net café near the top side of the map has the Notes that he needs. Bring a heavy supply of weaponry, because the enemies are thick up there. Fight or run to the café, and then look on the second floor (around back) to get in. There's a door you can pick, but listen for approaching Infected while you get it open.

Do NOT enter the café quickly. Strafe into the room so that you see the Bomber that's happily waiting to detonate on you, then back out immediately to avoid getting killed by the blast. Once it's dead, come back in, shut the door, and search. There's a Note, a Statue, and the specific Notes that Neil needs.

The Camera is next. Whew. It's on the overpass with about 300 Infected. That's going to be special. Approach the overpass from deeper into the island. It's too high to climb to from the waterline, so swing around and get onto the overpass further in. This is much easier if you have the "Vault" Agility skill; it allows you to run along the overpass and leap over the Infected that get in your way. Otherwise, stay on the cars and buses and use Firecrackers as distractions if you get overrun.

The car you want is black. It's on the east side of the overpass, and it has broken mostly through the guard rails. Thus, it's fairly easy to spot. Use a Firecracker to lure Infected away from the vehicle, and then try to open the trunk. When the car falls into the water, wait on higher ground, talk to Neil by radio, and then dive after his camera. It's still in the car's trunk at the bottom of the water. Swim down, get it, and then return to Neil with your prize!

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Side Quests and Challenges

Algae

Availability: After Completing "A Pact With Rais (Second Half)"

Location: Find the Job Board in the Harbor Area, in the Eastern Side of the Slums

Rewards: 2,500 Survivor XP and $500

Difficulty: Easy

There's a Job Board request from Sophia to collect Algae. The woman lives in the southeastern portion of the harbor area. She requires people to collect Underwater Herbs so that she can make medicine for the locals. The best lake for collecting the Algae is marked on your map, and you can go there to get the herbs at your leisure. As soon as you find some, the quest completes and you get your XP. Return to Sophia to claim your money.

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Side Quests and Challenges

Assault and Batteries

View the On the Hooks quest for more details.

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Side Quests and Challenges

Bandages and Meds

Availability: After Completing the Events After "Siblings"

Location: Job Board in the Tower, at Ground Floor

Rewards: 2,500 Survivor XP and $1,500

Difficulty: Easy

Get this quest from the Job Board and look for three Syringes, Painkillers, and Gauze. Bring them to Toygar for your experience and money. That's all there is to this one! All three of the item types are components, so a fair amount of scavenging is required here, but you might already have everything you need on hand. If not, look carefully for medicine cabinets and other medical component areas. The stores also have some of the things you need. Gauze is usually available in stores, and it's not that expensive.

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Side Quests and Challenges

Being a Hero

Availability: On Reaching Old Town

Location: Ozan is in Old Town, on Troy's Tower

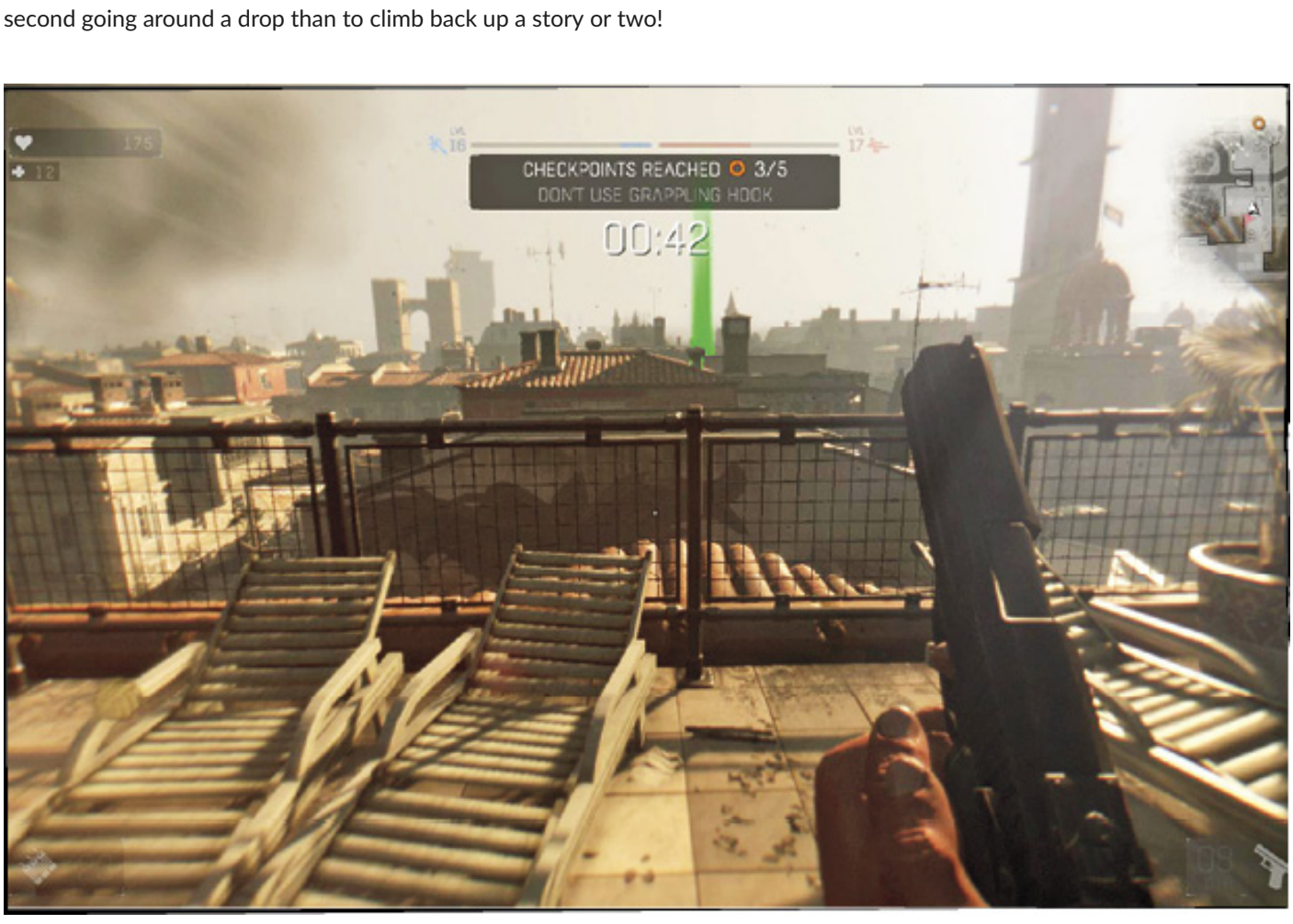
Rewards: 2,500 Survivor XP (Each Race) and Father's Stash (Some Decent Weaponry)

Difficulty: Medium

Look for a boy on Troy's tower, in the upper catwalks. Talk to him. His name is Ozan, and he wants you to show how amazing you can be. He gives you access to his father's treasure if you can do it.

Interact with the teddy bear nearby to start the first challenge. You're racing against the clock to reach waypoints in Old Town. This first race has six waypoints. It's almost impossible to do this without using Slides and Forward Rolls. Freerunning Mastery really helps, too.

You must also watch the ground and avoid taking direct routes that result in a fall between the buildings. It's better to lose a second going around a drop than to climb back up a story or two!



Come back later to start the second race, which has five checkpoints. It's a more intellectual race. You won't need great reflexes, but you must make careful steps the whole way. Crossing the streets is always the tough part, so watch for cables to span the larger gaps.

The other tricky bit is near the end. The last waypoint is higher up after you drop off the building from the fourth waypoint. Land in the garbage bags safely, jump onto a white van ahead, and get from there onto the columns with the waypoint.

The final race is a doozy. There are six waypoints with very little spare time, and the jumps can be tricky. Hop down from the beginning and turn right. Use a light post to get across street and up toward the first waypoint. Run through it and continue toward the next one.

Drop to ground level carefully and cross the street (even going a little past the next waypoint to afford an easier climb). Snag it and then make a careful jump from another light post to cross the next street. This gets you toward the third waypoint pretty quickly.

After that, it's all a matter of jumping off of the rooftops to land safely on garbage bags. The rest of the run is straight forward, but it's still tough to finish with more than a few seconds to spare!

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Side Quests and Challenges

Binoculars

Availability: After Completing "A Pact With Rais (Second Half)"

Location: Job Board in the Harbor Area, in the Eastern Portion of the Slums

Rewards: 2,500 Survivor XP and $1,000

Difficulty: Easy

The fishermen in the harbor area want a set of Binoculars so they can see their enemies coming. Take the task from the Job Board in town (in the middle of the harbor area, then start looking for the Binoculars. There's a clue in the quest description for a good place to search. Turn and look up at the antennae on top of the hill that overlooks the harbor. Yup, that's where you should go.

Search each level of the antennae for the Binoculars. They're over halfway up the structure, but you sure don't want to miss them on such a long climb. Get the items and return to the harbor. Give Santiago the Binoculars and claim your reward.

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Side Quests and Challenges

Blocks for the Boy (Chains into Dungeon and Troll)

Availability: After Completing “University”

Location: Kadim is in the Magic Fortress Safe Zone

Rewards: 5,000 Survivor XP, 15,000 Survivor XP, and then 10,000 Survival XP + Blueprint: Angel Sword

Difficulty: Easy

Kadim is in the Magic Fortress, a Safe Zone on the eastern side of town (it’s in a building that you access from the roof). Offer to help the boy get his Blocks back. He dropped them while exploring the lower levels of the building.

BLOCK LOCATIONS

- On the stairway leading down from Kadim’s floor.
- Three are on the landing below those stairs.
- Four more are one level below that (three are in a box and one is on the floor nearby).
- Search the floor for the last of the blocks just around the corner.

Bring Kadim’s Blocks back when you finish collecting them. Tell Rupert what you heard. This leads into another quest when you talk to Rupert.

The new quest is called “Dungeon.” Take a Key from Rupert and return to the basement. Unlock the door and walk down the left branch to turn off some electricity that’s creating a trap on the other side of the level.

With the power off, it’s easy to navigate through the basement and find the locked room where Rupert’s wife is staying. Take care of her, search the room for a locked chest, and then return to Rupert. Talk to him to finish the quest.

Yet another quest appears before you leave. A young girl has been hearing things, too! Let’s help her out. Go outside of the Safe Zone and look for the Troll that your new friend heard out there.

There’s a Goon with a number of Biters in a yard at ground level. Shoot the Goon while avoiding the Biters and wash your hands of the whole affair. So easy! You could even use basic melee attacks on this nobody.

Oh, then something else happens—a Demolisher fight! Use side Dodging to avoid charges and punish the big guy with rear attacks. Once he’s dead, you have to meet Rupert across town at his workshop. He’s inside a ground floor entrance and gives you plans for Angel Sword, a great recipe. You can also search the workshop for multiple Pistols.

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Side Quests and Challenges

Bring Me the Brain of Usain Bolter

View *The Witch Queen* quest for more details.

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Side Quests and Challenges

Cease and Desist

Availability: After Killing Your First Bolter

Location: Erol is at the old school

Rewards: 10,000 Survivor XP

Difficulty: Medium

You hear from a guard at the Tower that armed people have been going into the school. Look on the west side of the map for the school and talk to the man at the front to get in. Erol is just inside the door (he helps you enter in the first place). Talk to him and agree to fix his problem.

Walk north until you reach the waypoint. A radio message comes in from Karim, but it's not coming to you. Kill any nearby Infected and search the bodies on the ground for a Walkie Talkie. It's carried by one of the men in yellow (but that's not a surprise). Take it and get a quest update.

Head south to find the Gabriel Estate. Look in the northwest portion of the marked area for a set of stairs that lead down into the basement of the building. There isn't anything of great value down there, but there are stairs into the main level at the end of the corridor. Climb up those and stalk through the next floor. Rais' men are there in force, so stick to firearms or high-end weaponry. Use the small rooms for cover while going out to shoot at Rais' people before backing up so that they come to you.

Use the elevator on the other end of the level to get to the top floor. The power is off, but you can climb up through the shaft and get through the open doorway above. Karim is there, in one of the corner areas. Talk to him peacefully. Leave the building when you're done and go back to the school. Talk to Erol again. He now needs some Paint. Go to the building that's now marked on your map. There are plenty of Infected on the roof if you haven't unlocked that as a Safe Zone yet. Clear them and search the outer perimeter of the roof for a can of Paint (it's near the side of the roof).

There's another can lower down, on the outer scaffolding, and a third on the upper scaffolding, by the corner of the building. Get all three and go to the school's rooftop. Paint the four highlighted spots, then talk to Erol again. His final request is for you to get a bag from down in the school basement. Go outside and around to the back door. Enter the basement there, and search the yellow room thoroughly (all bags and lockers must be opened). Race back through the building and up to the room via a ladder when the quest updates. You can't get there in time to change anything that happens. Talk to Karim on the roof. Finish the quest and open the airdrop containers before you leave; there are three of them on the roof!

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Side Quests and Challenges

Chasing Past

Availability: During “The Museum”

Location: Talk to Tariq at the top of an Old Town Safe Zone

Rewards: 10,000 Survivor XP and $2,000

Difficulty: Easy

Talk to Tariq after you get the information about the museum from him. He tries to get your help regarding an orphan he found. The young boy is missing his brother, who might still be alive in Old Town.

Accept the quest from Tariq and go to the southwestern part of the city. Look for a marked door at ground level and enter the building. Climb the stairs and open the door on the first floor (on the right). Search the apartment for clues. You find a recording in there. After listening to it, go upstairs and look in the apartment on the left. You get another recording there, and it sends you down to the basement. Search there and listen to the evidence you find, but return to Apartment 3 (the one of the second floor). There are Keys in the foyer that unlock the door in the basement that you can’t open. Take those Keys.

Go back downstairs and unlock Door #4. See what’s in the room, and then use a good melee weapon to kill the man who comes through the door on the other side. Kill him a lot.

Return to Tariq when it’s all over and talk to him to end the quest… almost. He gives you keys that unlock a treasure room beneath the Museum. You must swim under the lake in the south to find the submerged tunnel that leads to it. Once there, you get into a room with several locked chests. Enjoy the Jewel Boxes and high-end weaponry that’s hidden within. It’s very much worth your time to get it all!

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Side Quests and Challenges

Coffee

Availability: After Killing Your First Bolter

Location: Job Board in the Tower

Rewards: 2,500 Survivor XP and $1,200

Difficulty: Easy

Take this request from the Job Board and look for plenty of Coffee for Toygar (the man who hangs out by the Job Board). Coffee is easiest to find in old bars and shops, but you can also loot it from bodies on occasion. You need 20 units of this to complete the quest, so it's a matter of being patient and working on other tasks while you do this. Just drop off the Coffee when you have enough!

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Side Quests and Challenges

Crayons for the Kids

Availability: After Killing Your First Bolter

Location: Job Board at the Tower

Rewards: 2,500 Survivor XP and $1,200

Difficulty: Easy

Five sets of Crayons would add an element of normalcy to the kids' lives at the Tower. Your quest is to go to the old school and find some and get them back home. The school is on the right side of the map, in the industrial area.

Go around to the rear of the school and climb over the barricades to get inside. You might have to talk to the guy guarding the door if you haven't been there already. Either way, you're given access to the small area. There are three sets of Crayons on a table in the front of the room. The other two sets are in a short hallway back and to the right (one set is on the ground and can be hard to see, so use Night Sense or just look carefully for it).

Bring these back to the Tower and ride the elevator to the top. Take the Crayons to Kate in room 204.

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Side Quests and Challenges

Do You Believe?

Availability: After Completing “University”

Location: Mufid is in the Safe Zone Library, on the West Side of Old Town

Rewards: 10,000 Survivor XP and $1,500

Difficulty: Medium

Look for Mufid by a window in the library. He’s been hearing sounds out in the quarantined zone, and he’d sure like to find out what’s causing them. Leave the building and walk to the northwestern corner of Old Town. There actually is music coming from an apartment on top of a building there. Climb up and go inside.

This unlocks a new Safe Zone. A man named Ishaq is in there. Talk to him for a moment. He needs Night Herbs from the northern banks, by the water. Go there at night and collect six of the special herbs. Toads and Biters live in that neck of the woods, so bring some ranged weapons so the enemies on the cliffs can’t hassle you too much while you harvest.

Bring the herbs back to Ishaq and place them in a brazier for the mystic. He gives you a prophecy that ends the quest, but leads directly into a new one (The Shadow of the King).

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Side Quests and Challenges

Dungeon

View the Blocks for the Boy quest for more details.

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Side Quests and Challenges

Dying Lunch

Availability: After "A Pact With Rais"

Location: Irwin is in the Next-to-Last Safe Zone in the Upper Right of the Slum

Rewards: 2,500 Power XP, $500

Difficulty: Medium

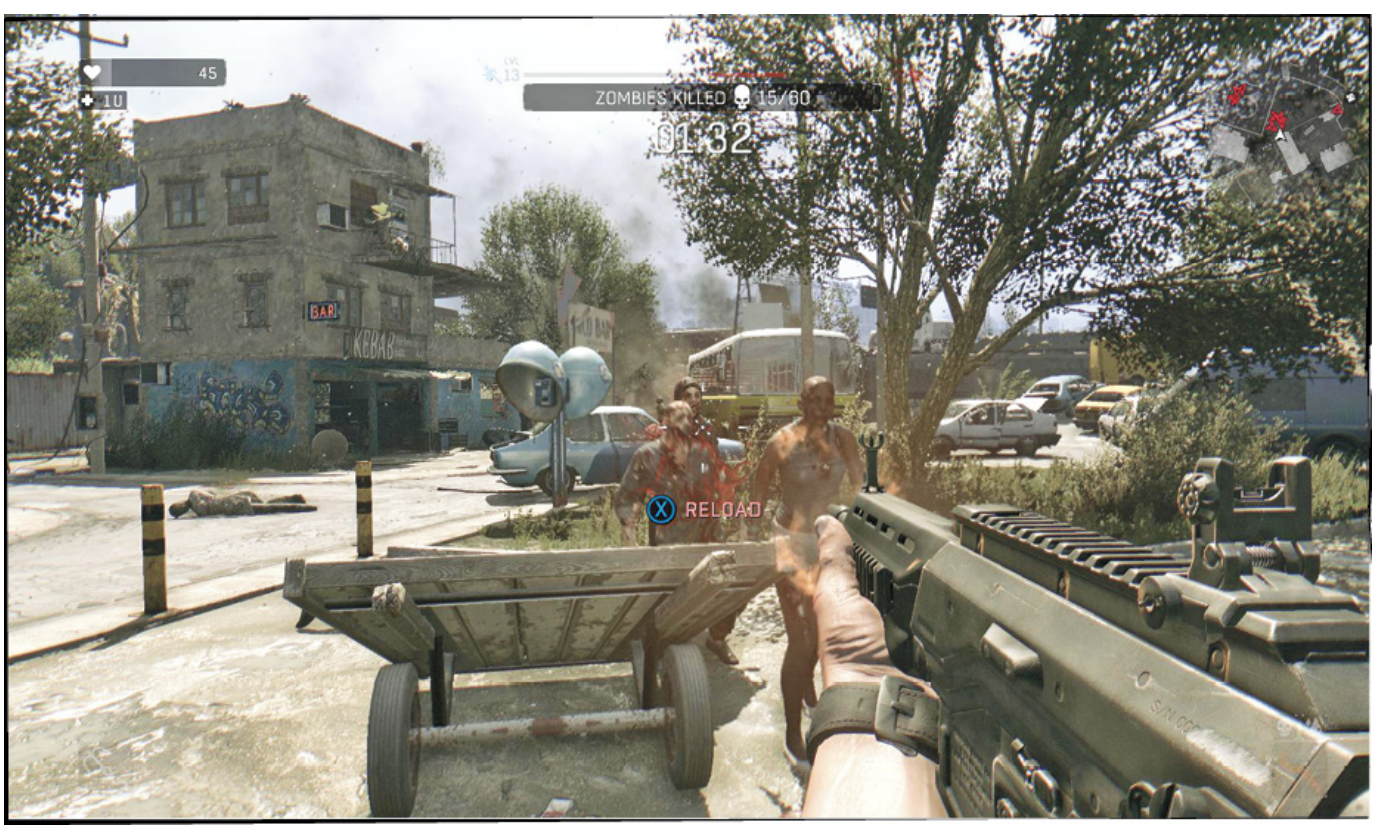
This challenge is on top of a small building in the southwest. Talk to a movie director to begin, then blast 40 Infected with a Double-Barreled Shotgun within the time limit without getting yourself killed.

Don't bother trying for headshots; you do so much damage with this weapon that kills are practically guaranteed. Just bunch the enemies together by strafing around them, and fire into the mass as often as you can. Back off when reloading, and keep at it until you get all of your kills.

Get your reward for this and come back to Irwin later for another challenge. This time, he wants you to kill 60 Infected with a machinegun. Dodge backward if any Virals get too close, fire in bursts instead of holding down the trigger, and get headshots when you can. Be particularly wary of the Toad that appears on a roof across from your starting point, and avoid running out of easy targets. Once the Biters thin out, go across the street to the train station. Many more are there, and finishing the remainder of the kills won't be an issue.

The third challenge is a headshot contest. You must score 30 of them in the time allotted. It's mostly Biters in the field with two Goons, too (as your secret weapon). Aim down your sites to improve Crane's accuracy, and make sure to get multiple headshots when targeting the Goons to increase your score as quickly as possible. You can get almost 10 headshots off of a single Goon, so don't waste that opportunity.

Beyond that, just stay cool and aim. Random kills hurt you here, so don't shoot unless you have a perfect shot lined up. Ignore the clock. If you run out of easy targets, turn around, hop off of the bus, and kill Infected on the overpass.



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Side Quests and Challenges

Electronic Parts

Availability: After Killing Your First Bolter

Location: Read the Job Board

Rewards: 2,500 Survivor XP and Blueprint: Electrician

Difficulty: Easy

Get this notice from the Job Board and bring some Electronic Parts to Toygar. He needs five sets of Electronics. They're rare and valuable, but you can still find them if you search locked chests all over the town.

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Escorts

Availability: Before You Leave the Slums for Old Town

Location: All Over the Slums

Rewards: Varied

Difficulty: Medium

NICK PESTO

There's a tied up American (Nick Pesto) at the gas station. He wants an escort back to the Tower, but you need to pick up a couple items along the way. He takes you to a group of Rais' men first. They're near his bag. Throw Firecrackers to draw Infected toward the thugs, and then ambush them for fairly safe kills.

Nick gets his ring there, but then needs his Passport. Follow him to a building where it's stashed. You're likely to get attacked on the way, but the enemies aren't too heavy. Nick even helps out a little bit during the fighting (though you won't want to count on him for too much because he's not that great of a guy).

After that, Nick goes to the Tower. Take him all the way in and defeat the Goon that's only a stone's throw from the front door. Use the standard hit and run tactics to kill the Goon without eating any hits from his Rebar weapon. Once inside, Nick gives you the Badass Blueprint as a reward for his escort—not bad!

THE SALESMAN

Faruk is a salesmen who stays on a bench near the Tower in the Slums. Talk to him when you'd like to run an escort mission. There are three legs to this task, and the first two are incredibly easy. Take Faruk between his sales calls, and defend him from the minor Biter attacks that naturally occur as he travels through the Slums.

The final leg is when you might run into one of Rais' thugs or something a bit trickier. Keep a firearm or a solid melee weapon ready, stay fully healed, and sprint to attack anything that threatens Faruk. If you make it back to the Tower with him, you get the Fire Launcher Blueprint!

A WEREWOLF

You meet a cursed man near the warehouses in the middle of the Slums. He needs to gather ingredients to cure himself of this dreaded problem. Take him around the market to get three items for his curative "potion" and then take Babar back to the Tower. He gives you a Holy Ghost Blueprint as a reward. A Goon pops up toward the end of the route, but that's the only serious threat.

POACHING FROM RAIS

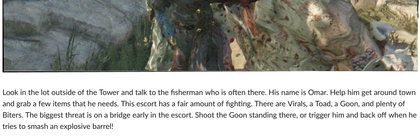
Ranged weapons can really help with this escort, so be prepared if you have any of them!

There's a former member of Rais' crew west by southwest from the Tower. His name is Ahmet, and he's hiding inside a small, blue building. Enter the main part of the store and use a door behind the counter to reach Ahmet. Start his escort and take him to a stash that he knows about. There are Biters in the area before and after it, but you don't have any big fights yet.

That comes when you pass by the railways. Several of Rais' guys attack. Hit them at range with any guns you have, or sprint to the train car and kill the gunner on the roof quickly (he's the big threat). Once he's down, heal and then leap onto the melee thugs below and finish the battle.

There's another fight (with Biters and a Goon) and then a skirmish with several Toads before you reach the Tower. All in all, this is a bloody escort run! But, it's also fun, and you get the Puff Puff Pass Blueprint at the end of it.

FISHERMAN



Look in the lot outside of the Tower and talk to the fisherman who is often there. His name is Omar. Help him get around town and grab a few items that he needs. This escort has a fair amount of fighting. There are Virals, a Toad, a Goon, and plenty of Biters. The biggest threat is on a bridge early in the escort. Shoot the Goon standing there, or trigger him and back off when he tries to smash an explosive barrel!

Get Omar back to his lures and then take him to his favorite fishing spot. He gives you the GTFO Blueprint for your trouble.

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Side Quests and Challenges

Family Doctor

Availability: After Finishing “A Pact for Rais (Part 2)”

Location: Victor is in the Harbor Area, in the East of the Slums

Rewards: $3,750

Difficulty: Easy

Talk to Victor in the harbor area, and use his medical bag to start this challenge. You must deliver four sets of supplies throughout the Slums. You can’t use your Grappling Hook, and there are a number of minor elevation changes and dangerous Infected around. Lean to the left as you approach the first waypoint to avoid ending up below it. After that, it’s a straight forward run toward point 2, then hard right to reach 3. The last waypoint is a direct run away from there, and it’s easy to reach in time. Watch out for Bombers, but otherwise life is easy on this race.

Meet Victor later for a new race. This one has many more objectives. Hit the house in front first, then go left to reach another one that’s two stories up. Wrap around the entire course to proceed in a circle formation around the remaining objectives.

There’s so much time to spare. Your goal is to avoid going killed by Bombers or distracted by Virals. The actual “race” aspect of this is a non-issue. Avoid combat, stay mobile, and it’s going to be a manageable run.

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Side Quests and Challenges

Fan Zone

Availability: After "Higher Education"

Location: You Receive the Message on the East Side of Town

Rewards: 10,000 Survivor XP and $1,500

Difficulty: Hard

A message is audible if you get close to the Fan Zone on the eastern side of Old Town. Get even closer to the source and track the quest that you receive to find out where to go. Noah (with Embers) will also give you a tip about this message. There's a barricade around the center, but careful jumping and a Firecracker for distraction can get you inside.

Look on the main floor for the elevator, then call it down and ride the car up. Search the upper floor for an explanation of what's going on. A conference room to the left has a Staff Card, Pistol, and a good supply of ammo.

Use the card to open the recording room in the corner of the building. One of the two doors into it is barricaded, but the other isn't. Go in there and look for an adjoining computer room. Turn off the computer, search the room, and return to the elevator.

Try to use it, but get into the shaft above when it stops. Climb through the vents and drop back down into the floor you were just searching. Use a ranged weapon to fight the attacking psycho (he has a Military Rifle). Or, charge with a really powerful melee weapon and attack again and again to prevent him from firing.

Kill this enemy and then turn the power back on. Search that room for a variety of Throwing Stars, and then use the elevator to get back to the ground floor. This completes the quest, but you still get $1,500 from Noah (at Troy's Safe Zone).

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Side Quests and Challenges

Firebug

Availability: After Completing “A Pact With Rais (Second Half)”

Location: A Safe Zone in the Southwest

Rewards: 5,000 Survivor XP, Blueprint for Zaid's Flares, and a Flares x10

Difficulty: Hard

Zaid is in a Safe Zone in the southwestern portion of the city. Talk to him to begin the quest. He needs to get supplies from a hangar to the north. Walk up there and look for a way into the hangar; it’s not clear at first how to get it.

If you have a Grappling Hook, pull yourself up to the hanging roof on the side of the building and get in from there. Otherwise, go to the hangar to the east instead. Use the metal supports near that building to get onto its lower roof, and leap across that until you can get onto the hangar. The jumps are a bit tricky, so take your time.

Rais’ men are inside the hangar, so bring heavy weaponry. Ranged gear is the best, because these guys have guns. Kill the guards above and then go to the far side of the walkways to get down safely onto the train cars. Kill any Infected that get in your way as you go from car to car. Open their doors and look for the Zinc that you need. It’s all there.

When you have the Zinc, use the doors or the walkways above to get over to the side rooms of the warehouse. The Turpentine is on the floor in there. Get all of it and then return to Zaid.

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Side Quests and Challenges

Gas Mask Man

Availability: After Completing "A Pact With Rais (Second Half)"

Location: Musa is in the Fisherman's Warf

Rewards: 5,000 Survivor XP and a Warmaster

Difficulty: Medium

Musa is a gate guard. He tells you about a crazy man who runs around in a Gas Mask and causes trouble. Find the waypoint and search the large building for an almost-closed garage. Open it and talk to the inhabitant of the area. Yeah, he's pretty eccentric.

You need to find a bag of "treasure" that he dropped into the lake nearby. Make sure it's daytime so you can see into the water and swim out to the marked region. It's a wide area, but the marked space shrinks when you approach the center (and that's where the bag is located). Look for an Oar that's sticking straight up from the dirt on the bottom. It's right next to the bag of loot, so use this as a landmark. Get the bag and return to Gas Mask Man.

He gives you information. Return to the village with it and talk to the guard at the gate. Then, search the house of Gursel (the guy that you had to shake down for money when you first came to the village). There's a gas mask in his kitchen, inside a basin. Hmmmm...

Talk to Gursel again. He's outside, near his building. This ends the quest, but don't forget to pick up your reward from Musa, at the gate.

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Side Quests and Challenges

Gassed Up

Availability: After Completing "A Pact With Rais (Second Half)"

Location: Radio Call

Rewards: 5,000 Survivor XP

Difficulty: Easy

A radio call informs you that the gas has gone out in the Tower once you reach this area. This starts the Gassed Up quest. You have to find Jeff's fortress near the train station. It's on the far right side of the map, so it's a long trek. Jeff is in a blue building with a stone wall around it. He's on the second floor, and you can talk to him through a partially boarded-up window. Find out what you need to do to get the gas started again.

There are three valves close by. One is in a tunnel, another is under an overpass, and a third is by the bridge.

The bridge valve has two issues. First, you need to get onto the bridge and drop into it. You can climb to the bridge nearby, so that's not too bad. Kill any Infected that up top, then hop down to deal with the second problem. A large Infected is inside the fenced area with the valve. Attack and dodge aggressively to kill him and then open the valve. Climb a pole to jump out of the area when you're done.

The valve in the tunnel is easy to find and reach, but a number of Infected surround it. Keep a strong melee weapon handy and slaughter the lot of them; otherwise, you won't have time to turn the valve without being interrupted. The last valve is by the overpass. It's also easy to find, but Infected like to congregate there. Area of effect weapons, like Grenades, are nice to have for this fight because the Infected may be bunched together by the stairs that lead up to the valve. If not, then draw them out with a few ranged attacks and use hit and run tactics to finish everything off.

The primary distribution valve is your next target. Walk over there and don't go directly into the compound. It has powerful Infected and you can't get to the valve you need from up top. Instead, go around to the street on the other side of the facility and look for a large storm drain, which leads underneath the gas facility (where the valve is located). Clear the larger Infected by the valve and turn on the gas.

Hurry out of the area and look for the new waypoint that appears. It's a control area for the gas flow. Walk over to that location and shut off the gas at three more valves. They're all in that same yard. To find them, follow the blue pipes and look for white valves at ground level. If a section is burning, it still has a valve to turn. Return to Jeff when it's all over. Talk to him and then leave the compound. Events transpire, and you get credit for your quest.

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Side Quests and Challenges

Goodnight Mr. Bahir

Availability: After Completing "First Assignment"

Location: Upper Tower, In the Hallway

Rewards: 3,500 Survivor Experience, $697

Difficulty: Medium

When you're back in the Tower, listen for a commotion. Several men are banging on a door at Room 202. They need you to pick the lock for them. Do so and check out the room. Talk to Bahir, in his bedroom. Bring what you find down to Lena, in the Sickbay. After you talk to Lena, go up to the roof. The guy you need is called Yusuf. He's to the left, around the corner. Have a serious discussion with him and then leave the Tower.

The drug store has several survivors living in and around it. Follow the waypoint to find these gentlemen, and talk to their leader. He gives you a weak sales pitch for his goods, but you've already seen their effect. Have a good weapon ready and fight off the group of killers to complete the quest.

This is a good time to try out a crafted weapon, if you haven't already. They are often much deadlier and easier to use. These guys don't mess around; they have throwing weapons and melee gear of their own, and their leader is a nimble fellow who dodges constantly. Avoid slow melee weapons because of this, and keep something both deadly and fast in your hands.

Don't be afraid to use your Medkits to stay alive, and leap over the fence to escape if you're in too much trouble. Use the cars in the yard to keep the enemies from grouping together. Try to force them to come at you one or two at a time, and thin their numbers by killing the lesser thugs before dealing with their boss.

Once you win, make a quick radio call to complete the quest. This gets you your reward, but search the drug store before leaving to find a Note and Blueprints for a Toxic Grenade.

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Side Quests and Challenges

Gunslinger

Availability: After Completing "First Assignment"

Location: Talk to Dawud, in the Upper Tower

Rewards: 3,500 Survivor Experience

Difficulty: Easy

Dawud gives you this side quest in the Tower, after you've come back from "First Assignment." Accept the quest, find Dawud a gun, and bring it to him in the upper section of the Tower. If you're really early in the game, you likely don't have a gun to spare. Go out hunting for one if you want the money for this quest right now. The farther from home you go, the better a chance that you'll find some decent loot. Search chests and larger vehicles, specifically. They give you a better chance to get what you need. Locked items are usually the ones with your best weaponry, so bring Lockpicks along for the search.

Once you get a firearm you're willing to spare, return to the Tower and give it to Dawud. He hands you the key to his Pawn Shop but won't give you your money just yet. He asks for an Action Figure that's at the store. That's fine because you were about to head there anyway for your loot.

Go to the Pawn Shop. It's inside an almost-closed garage door down at street level. Open the place, unlock the door to the back room, and loot everything. There are weapons, supplies, and cash in the building. Get as much as you can, and make sure to grab the Action Figure, as well. A message comes over the radio on your way back to the Tower. Return to Dawud's room. Talk to Salma there to find out more. This completes the quest, for now. Much later on, you find Dawud in the Sewers (when you're traveling to Old Town). Talk to him, but do nothing for now.

You get your chance again in Old Town proper. A call comes over the radio that gives you an update regarding Dawud. This puts "Lost in Space" in your quests queue. Search the southwest part of Old Town to trigger this, and then go to the waypoint that appears. Go into the building from an upper-floor entrance, and meet Dawud again. Kill any Infected, and then search the back rooms for a wardrobe that Sammy is hiding in. Open it and talk to him. This ends the quest line.

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Side Quests and Challenges

Hardware

View the On the Hooks quest for more details.

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Side Quests and Challenges

Health Potion

Availability: After Completing "Higher Education"

Location: Rupert is in the Magic Fortress Safe Zone (East Side)

Rewards: 10,000 Survivor XP

Difficulty: Medium

There's a daycare center inside a building on the east side of town. It's still being run (by a man named Rupert) and he has a quest for you. You must find Insulin for one of the diabetic children. There are a couple of pharmacies in town, so search those for the medication. The southern pharmacy is under Rais' control. Ambush his men from a distance with ranged weapons, or by throwing Firecrackers at them (Virals nearby are likely to hear this and attack, making your assault on the thugs easier).

After you kill everything off, pick the lock on the pharmacy door and search for Insulin. No love, sadly. So, head for the northern pharmacy. It's on the ground, so don't worry about the apartment above it unless you're looking for supplies or a Statue.

Open the metal shutter that leads into the pharmacy and then race inside to turn off an alarm that sounds. It's in the second room, on your left side. Kill anything that comes after you (and there will be a few, even if you're quick with the alarm). Then, get to searching!

Call Troy when you don't find anything there either. Use the computer in the back to get information about where to search next. When you find the address, proceed south and go to street level while approaching the building. You must get underneath an open window and climb or grapple up to it to reach your destination.

Be quiet when searching the apartment. There are probably powerful enemies nearby, and several Virals are ready to tear you to pieces if you blunder into them. Continue toward the kitchen after the way is clear. Grab a message from the fridge and then leave the apartment.

Go to a pizzeria that's marked, kill any Infected inside, and turn over bodies to find the Insulin you need. Return to Rupert's Safe Zone and hand over the Insulin. This ends the quest.

Side Quests and Challenges

Hell From Above

View the *Legless Spider* quest for more details.

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Side Quests and Challenges

Hunting Goon

View *The Witch Queen* quest for more details.

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Side Quests and Challenges

Incense Herbs

Availability: Early Game

Location: Job Board in the Tower

Rewards: 3,500 Survivor XP and Blueprint: Natural Medkit

Difficulty: Easy

The Job Board has a collection quest to find 12 Lavender plants. This is going to be somewhat tricky, because you need to search for a long time to get all of those. They grow on the east side of the map, near the water, but even there the Lavender isn't common enough to grab quickly.

Use Night Sense to help find the plants in dense vegetation. Look higher up on the rocks/islands, and not down at the waterline. There are plenty of other useful plants to harvest while you're out there, so get what you can as you work. The more crafting you do with herbs, the more worthwhile this quest is.

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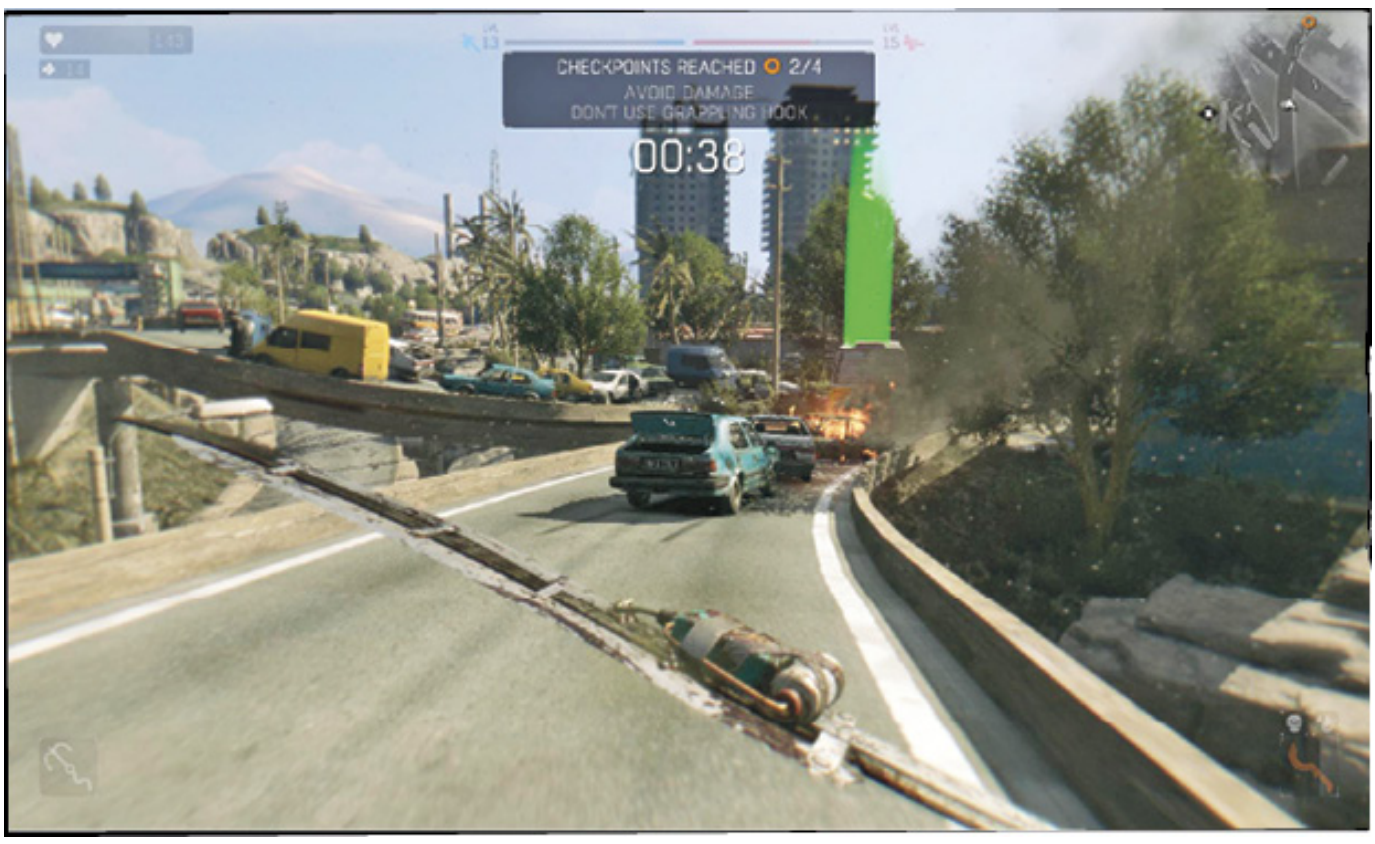
Side Quests and Challenges

Jealous Runner



Availability: After "A Pact With Rais"

Location: Volcan is in a Southwest Safe Zone

Rewards: 1,000 Agility XP

Difficulty: Hard

Volcan is a runner who thinks he's the best in the zone. Prove him wrong by doing a series of races. All of these are a matter of speed and reflexes, so there aren't many tips to give. That said, here are a few things to make the races easier.

First, don't stop at the waypoints. Sprint all the time and run through the waypoints. You never have to do a 180, so you save quite a bit of time by running directly ahead through each waypoint and then adjusting your angle as you see the next point appear ahead of you.

You can't use the Grappling Hook at all in these (but that's only fair). However, there are skills that make a difference in your runs. Vault lets you get over Zombies without losing any speed at all. Forward Roll helps with a couple of the falls that you experience; Freerunning Proficiency is required for that anyway, and it's also great. Freerunning Mastery and Ultimate Freerunner are absolutely optimal, but you have to get quite far in levels to get those.

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Side Quests and Challenges

Kidney Punch

View *The Witch Queen* quest for more details.

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Side Quests and Challenges

Killing Guide

Availability: After "The Pit"

Location: Talk to Buckshot in the Lower Tower Store

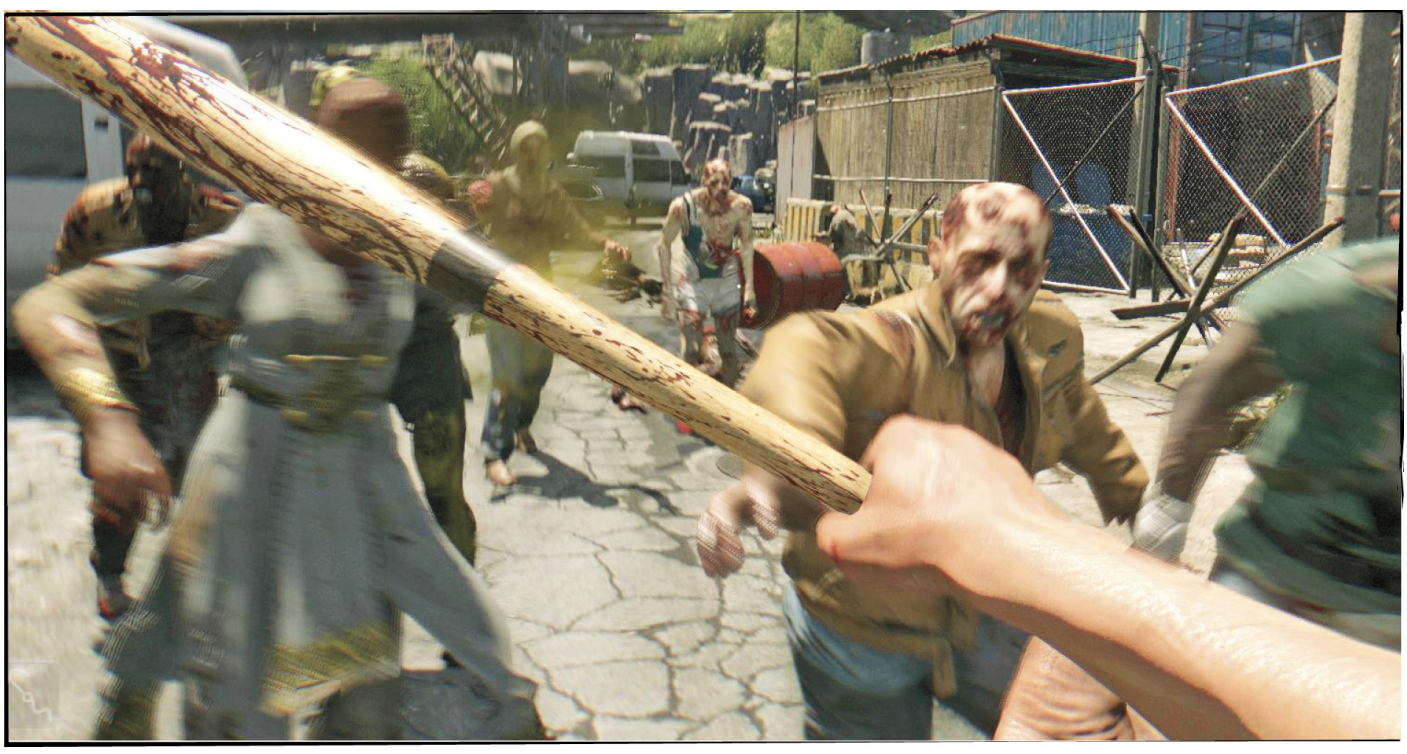
Rewards: 2,500 Power XP

Difficulty: Easy

Buckshot is a man in the lower Tower store. He has some great ideas for helping people learn what's what in Harran. Help him out. This challenge requires you to complete a couple tasks for him.

The first is to kill 40 Infected with a very nice Baseball Bat. Get down carefully from the starting position and leap from a trailer over the barbed wire to get to the streets. Aim high and swing away to kill the ubiquitous Biters. When you run out of targets, sprint to the right and find an even larger pocket of enemies. You can get the rest of your kills very easily there.

The second request comes soon after you finish the first. Buckshot wants you to show off your Throwing Star skills this time. Equip the stars you need as soon as the challenge begins, then aim for those sweet, sweet Infected heads. Ammunition isn't an issue, so throw quickly and repeatedly to score the fastest kills.



Your targets are all over the docks, so don't stay in one spot after you've depleted the easy kills (Biters). There are Toads that attack you from range. Attack them if you see one and have a clear shot, but don't waste time taking them out. It's better to move on, then get to the next pocket of Biters and kill them instead!

Now you've finished the Killing Guide, but it's not totally over. Return to Buckshot for your reward, and listen to everyone enjoying the product of his work (and yours)!

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Side Quests and Challenges

Legless Spider

Availability: During "Public Face"

Location: Talk to Spider, on top of a building in Old Town

Rewards: 10,000 Survivor XP and $1,500 and then 15,000 More Survivor XP and $1,500 From the Second Quest

Difficulty: Medium

Spider is on top of a building near a courtyard in Old Town. He's marked on your map as a quest giver. Talk to him and accept the package that's on the ground beside him. This starts the quest.

Look for three Shisha Parts to the northeast, on the far end of Old Town. The most eastern waypoint is on ground level, in a tiny store. You can get all three of the parts right there, but watch out for the heavy Infected presence around the location. Use Firecrackers if you have to get in and out without heavy fighting.

Take the parts to the northwest and deliver them to a man named David. Rais' thugs surround his apartment, so bring guns or other ranged weapons to thin them out without getting shot to death.

Break into David's apartment where even more thugs are waiting. Kill them all by luring them toward the door while you wait outside in ambush for easier kills. Untie David when the fighting ends and make sure all of the gunmen in the region are down. Talk to David again when it's quiet; you get to unlock another Safe Zone while also receiving some cash from him.

Talk to David when he sits down to get a chained quest "Hell From Above." He has ideas about the cause of the outbreak. Talk to him and start the quest. You must find several Meteorite samples around town.

Go even farther north and look around a small lake where the shards are supposedly located. You won't find anything at first, but there is a generator surrounded by Gas Tanks not far from the water's edge. Kill the Gas Tanks (or lure them away), and turn on the generator. This lights up the samples and makes them easy to find even in the daytime.

Walk around the pond and collect all of the samples. They're easy to get now. Hit Gas Tanks in the legs to trip them if they get close to you, or just run past them while getting what you need. Take the materials back to David once you have them all. He gives you some cash and an earful about the outbreak.

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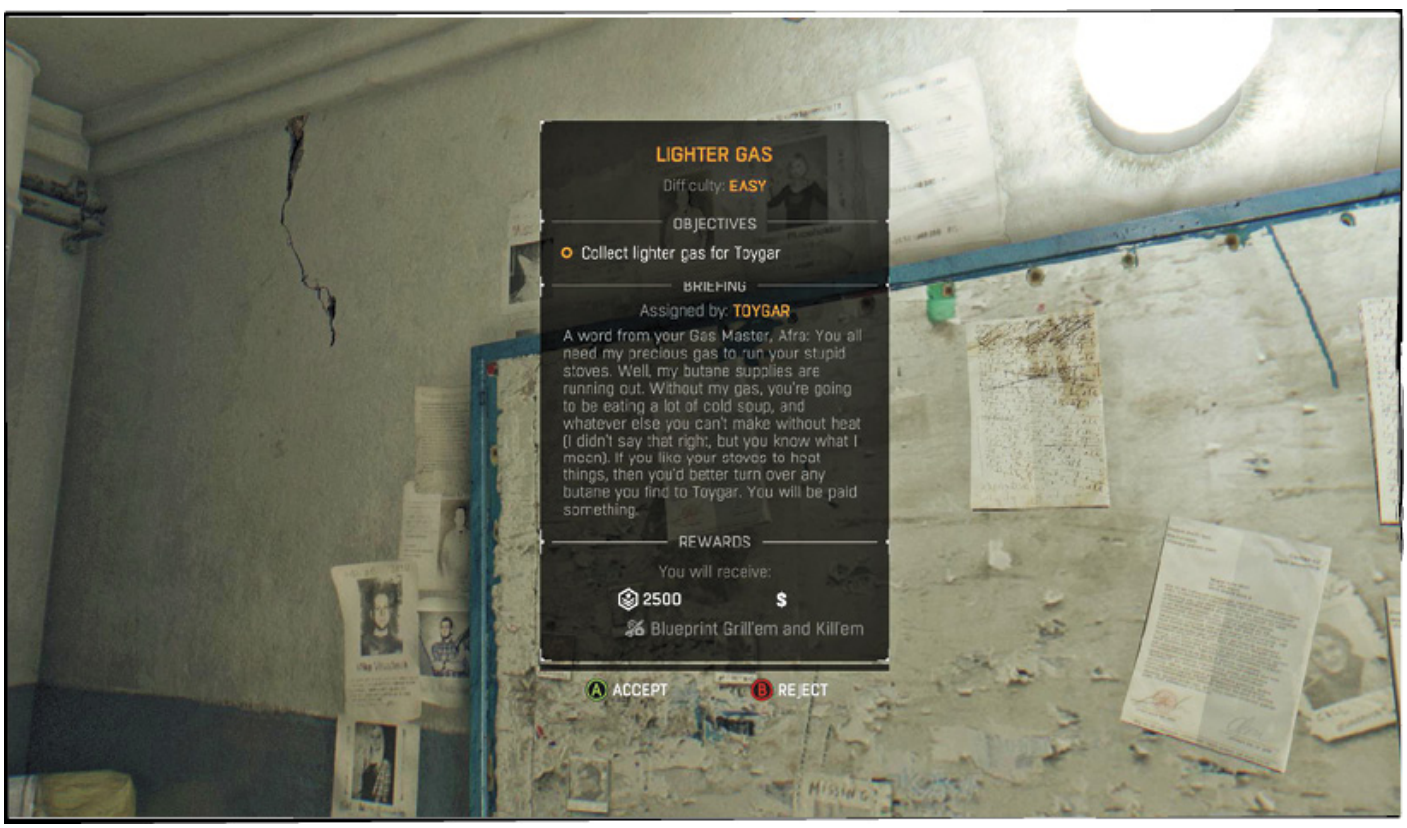
Lighter Gas



Availability: After Killing Your First Bolter

Location: Job Board in the Tower

Rewards: 2,500 Survivor XP and Blueprint: Grill'em and Kill'em

Difficulty: Easy

For this request, Toygar needs five units of Lighter Gas. You won't find this stuff often, but the reward for this quest is really fun. The Blueprint you receive adds level two Electric and Burning damage to a Wrench, Pick, Military Shovel, Cleaver, or Sickle. Very nice!

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Side Quests and Challenges

Lost in Space

View the *Gunslinger* quest for more details.

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Side Quests and Challenges

Midnight Bride

Availability: After Completing "A Pact With Rais (Second Half)"

Location: Harbor Area Job Board

Rewards: 2,500 Survivor XP and $1,000

Difficulty: Easy

Look on the Job Board for this collection quest. Take it and go in the evening hours to the western side of the map. There's a marked area where Midnight Bridge grows (a delicate, purple plant). It's easier to find and harvest with your Flashlight turned off.

Grab five pieces of the herb and return to Gursel for your reward. It's a long trip, but there isn't too much to worry about outside of the Infected, Pursuits, and being lost in the dark! That's pretty much par for the course on most evenings.

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Side Quests and Challenges

Mothers Day

Availability: After Completing "First Assignment"

Location: Lena is outside of Brecken's room, in the Upper Tower

Rewards: 3,500 Survivor XP, $697

Difficulty: Medium

Lena starts this quest after you finish the meeting with Jade and Brecken. Talk to her outside of the meeting area and accept the quest to find some anti-seizure medication. It's supposed to be with a guy who still lives in town.

Leave the Tower and go to the northeastern side of town. The overpass takes you most of the way there. Avoiding zombies is easy if you stay on top of the cars and busses. Jump off of the overpass once you're close to Gazi's house. Trash bags are piled there to break your fall (don't miss them!). Pound on Gazi's door, and then pick the locks when he doesn't answer. No one is home at the first location, so try the other two houses close by. Gazi lives in one of them.

Okay, so you need to get a couple of more things before you can get into Gazi's place. Look on the map and use the waypoints to search for a Video Tape and some Chocolates.

Walk toward the main streets and take the dark tunnel back into a more populated part of town. The video store and the sweet shop are there. Watch out for tougher zombies here, because there are a number of them in protective suits. Hit the video store first. The way in is around the back, on the ground floor. Break in and get the Video Tape from the "C" section of the store. Three fast runners attack the building because of the noise. Either fight them off at the back door, or flee the building and kill them over time by climbing onto busses and other obstacles. Attack the runners when they come after you.

The sweet shop isn't guarded by anything special, nor does it have any alarms. Enter through the steel door in front, search for the Chocolates, and then get back to Gazi. He still won't let you in. So, go to the side of his building and jump from the higher ground there over toward the lip of his roof. It's possible to catch the roof and pull yourself up. From there it's easy to get onto solid ground, find a trapdoor, and let yourself into the house. Get a Statue and a Note while searching inside, and then talk to Gazi. Collect the medication before you leave. Take it to Lena, on the 18th floor of the Tower. Don't forget to grab some money from her for your hard work!

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Side Quests and Challenges

O Brother Where Art Thou?

Availability: After Completing “A Pact With Rais (Second Half)”

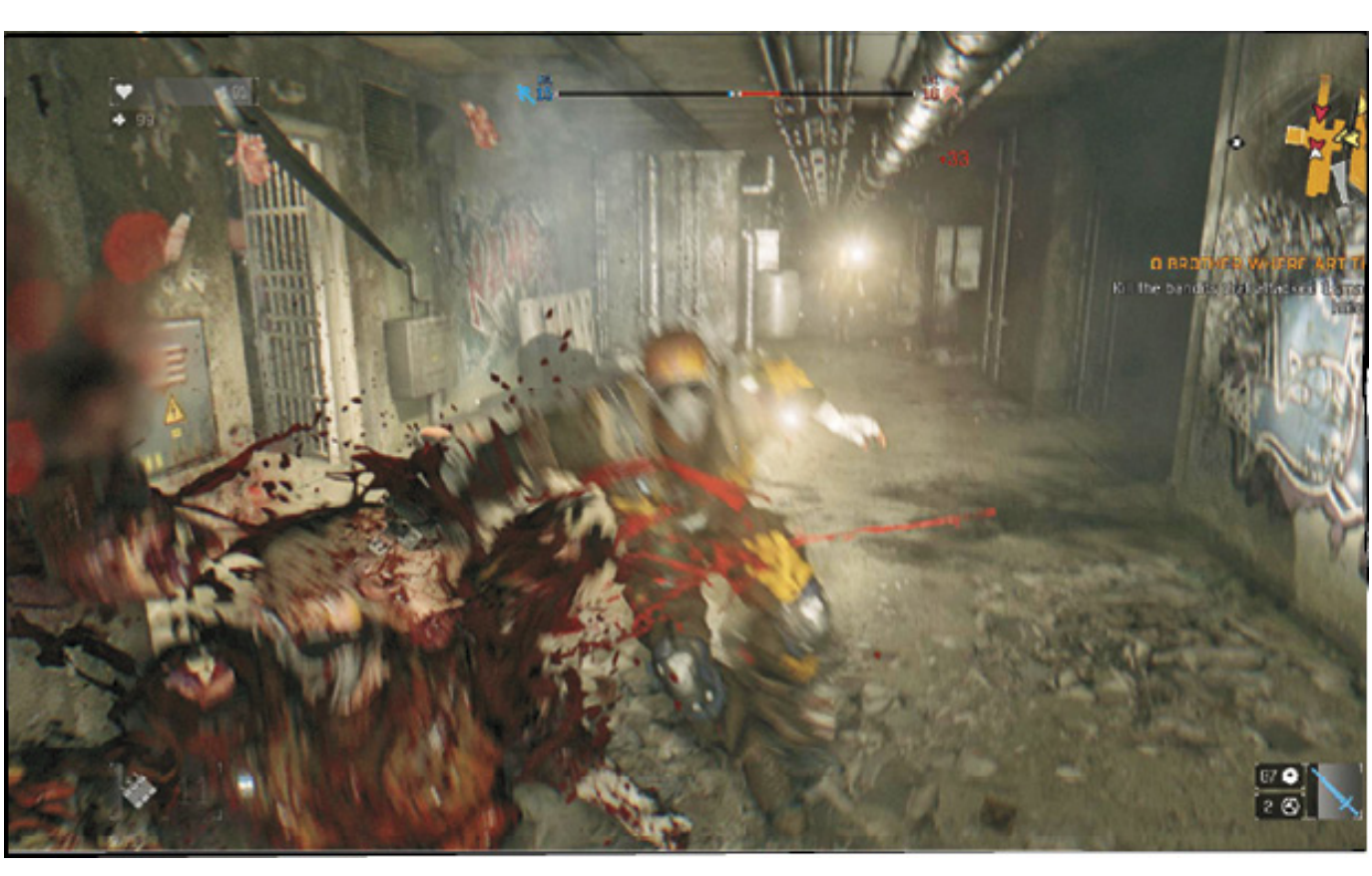
Location: Osman is underground, far north of the Tower

Rewards: 5,000 Survivor XP and $1,000

Difficulty: Medium

Look in the tunnels at the north end of the map after completing Rais’ tasks. A man who you saw earlier is living in there, inside a cell. Talk to him and see what you can do to help. He sends you to find his brother.

Leave the area and head south to the market. Go inside the marked building when you hear cries of distress. Pick the lock on the door to your left and look for an entrance to the ventilation duct over your head. Climb into the duct to head deeper into the building.



Go all the way to the end of the ducts and drop into a warehouse room. Avoid a Bomber (if it hasn’t triggered already while you were in the ducts) and then fight off a large wave of Virals that breaks into the room.

Open the door into a small room in the corner to meet the guy you were supposed to find. Then, return to Osman using the door behind him to get outside. Many Infected gather because of the market’s alarm system, so Vault over them and flee.

Get back to Osman’s tunnels and bring explosives if you can. There are quite a few of Rais’ men in the area, and they don’t have much room to dodge. Guns are a good idea too. Kill Rais’ people and then search for Osman. Talk to him to finish the quest. He gives you Keys to three different stashes around town.

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Side Quests and Challenges

Outposts

Availability: Begin "Public Face"

Location: Talk to Savvy in Troy's Tower

Rewards: 10,000 Survivor XP

Difficulty: Hard

Savvy tells you about Rais' bases of operation in Old Town. They're filled with thugs and can't be taken on by most of the survivors that are out here. However, you can fill your pack with bullets and useful supplies if you take over the locations.

Once you have your guns and best melee weapons ready, go to the high rise in Old Town that he marks. An elevator near the roof lets you get into the main portion of the Outpost, where the fighting starts. Go through the elevator shaft and on to the upper floor of the Outpost. You have to clear a huge number of thugs to complete the mission. If you take the bottom elevator into each Outpost, you maintain the element of surprise. This is useful if you have mastered Takedown!

Switch to ranged weapons (and a mouse and keyboard if you can) and go through both floors of the office using cover as much as possible. It's easy to die quickly if you stay in the open, so avoid the center until you've cleared most of the enemies that are wandering around. Use your mini-map to quickly gauge the threat of each room before you enter.

After killing all of the enemies, loot the building. There are Disaster Packages to take back to base. They'll get you tons of Survivor XP. Clear the Radio Outpost later for even more XP. It's just as valuable to you in terms of loot and experience. When you see them, feel free to engage.

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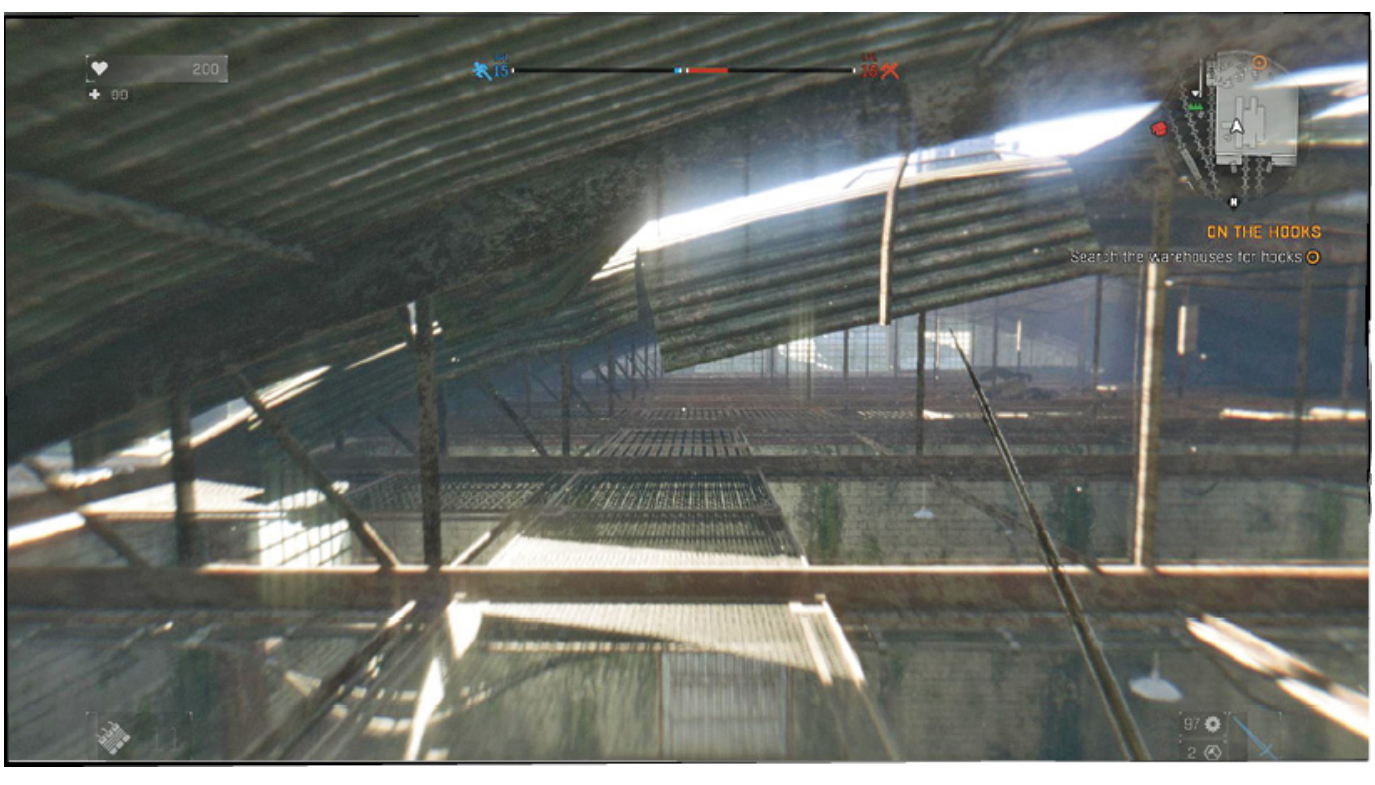
Side Quests and Challenges

On the Hooks (The Twins Chain Quest)



Availability: After Completing "A Pact With Rais (Second Half)"

Location: Tolga and Fatin are near the North End of the Slums

Rewards: 1,000 Survivor XP

Difficulty: Medium

Talk to a Messenger who is near the Job Board in the Tower. He tells you about two men who work for a wealthy Iranian businessman. Your quest is to find and assist them with a project of some sort.

Report to these men (Tolga and Fatin) on the north side of the map, hanging out at a gas station. Talk to them and see what you can do about their quest.

They mark some warehouses on your map, to the south. Go to the train yard and get into the main warehouse. Climb a train on the opposite side of the room, leap to some yellow-striped bars to climb higher, and pull yourself onto the walkways up top. These take you to the marked part of the warehouse.

Kill the tougher Biters in there, and the heavy Goon who is stalking the place as well. When it's clear, pick open a couple of chests, search for Blueprints (Tru-Action Electric Baseball), and then trash the boxes on the other side of the room to get your Hooks, hidden inside the wooden crates.

Return these to Tolga and Fatin as soon as you can. Later, they'll have more work for you! (Chains into "Assault and Batteries")

After getting a radio call, meet the two brainiacs again. They're in the northwest. They send you out for a quick quest that involves collecting three Car Batteries from a bus depot. They tell you where to go, which makes the searching reasonably quick.

Get to the depot and board three of the four busses that are there. The yellow doors on their sides can be opened to get you inside the vehicles. The Car Batteries are always in the front of the bus, near the steering wheel, but lower down. Bring Firecrackers if you want to avoid heavy fighting, because you don't want to get cornered inside the busses. Throw the Firecrackers away from your position, get into each bus, grab the Car Battery, and get out. Return to Tolga when you have all three, and get your reward.

Later on, you get another call. This quest now chains into "Hardware." The two are down in the harbor area. Meet them, and hand over ten rolls of Duct Tape and Power Cables. You have to collect these on your own, so this is a quest of opportunity more than one that you should head out and do in a single dose.

After handing these items over, you're "sent" to acquire a Sonar. It's at the far end of the bridge, so bring Firecrackers and hopefully have Vault as one of your skills. There are Biters and Gas Tanks in massive numbers, and you should distract or kill them to get searching time up there. The camp you find is just a series of tents. There are chests of loot, components lying around, and the Sonar itself. You find a stash of Medkits too. It's well worth your time to scavenge the heck out of the place before finishing the quest.

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Side Quests and Challenges

Poisonous Herbs

Availability: After Completing "A Pact With Rais (Second Half)"

Location: The Job Board in the Harbor Area (Eastern Slums)

Rewards: 2,500 Survivor XP and $1,000

Difficulty: Easy

Get this request from the Job Board and then go to a stream in the marked gully far away. This is best done when you're already up in that area, otherwise the travel time is brutal.

When you're in the gully, run along the waterline and look for lovely, purple plants. Those are the Wolf's Bane that Musa needs. Get 10 pieces of it by going from one end of the stream all the way to the other and then return to Musa. He's in the harbor area, in a small workshop. Give him the plants and take your cash!

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Posters

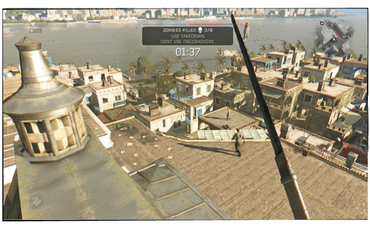
Availability: After Reaching Old Town

Location: Multiple

Rewards: 10,000 Survivor XP

Difficulty: Hard

There are challenge Posters in Old Town. Each one has a different task, and they start once you get to them and accept the challenge.



One is just west of the town's center. It's high on a roof and requires you to hunt 10 Volatiles. Start this at night. You're given infinite ammunition and a Double-Barreled Shotgun to wield. Stay up on the balcony where you begin while Volatiles climb toward you. Blow them down before they climb to your level until the group starts to thin. If no more are coming, just head into the square below and more will spawn. Stay away from the other Infected and use speed and aggression to kill the last few Volatiles before time runs out.

The second Poster is northeast of the town's center. This time you're going for a stealthy approach. This challenge is done during the day, so come when it's already light out. You must kill eight Infected from behind, using Takedown. You can't use distractions to lure the Infected into position, so there is a real element of difficulty here.

Vault Knockdown is the best ability for this challenge. Even if the Infected see you coming, you can leap over them, get a free stun, and do a rear Takedown without missing a beat. The enemies on the rooftops are easier to do this against because they aren't found in large groups. Use stuns and Takedowns to kill your targets and get full credit.

If you don't have Vault skills, then stay low and creep up on the zombies. This takes more time, so the challenge is harder to finish.

The third Poster is north of center. This one is a climbing test. There is a tall tower that you need to climb as quickly as possible. You need to have a plan here. Otherwise you're going to fail every time. To get to the top of the northeast tower, you need to go up the OTHER tower. To do this, jump from the starting railing and run straight toward the far towers. Leap into the short awning between them, and hop back out onto the building to the right for a fast way up.

Run across to the other tower and climb up the right face for the first half of the climb, switch to the left face for the second half. Near the top, shimmy right and pull yourself all the way up. Quickly turn, jump, and get onto the proper tower instead. Finish the climb and get your reward.

Farther northeast is the next Poster (lower down this time instead of being on the roof). You have to swim in the sea and bring back six boxes. It's a breeze! Dive as far down as you can, collect the four boxes on your right, and then surface for air and faster swimming while you head toward the final two boxes. Dive to collect them and then you're done.

The farthest Poster east has another climbing puzzle. Start it and jump toward the marked tower but don't even try to get up the outside of it. There aren't any handholds down there. Instead, go around to the back side of the building and climb through an open window.

Don't jump into the building. You collapse to the bottom and lose tons of time. Instead, stay in the window sill and jump directly across from yourself. Pull Crane up and make the next few jumps up as slowly and carefully as possible. You have TONS of time to spare if you do this correctly. At the top there is another window. Exit, climb a nearby ladder, and finish the puzzle. If you don't fall in the tower, you are going to get this with more than 15 seconds to spare.

The southeastern puzzle is another combat test. You get unlimited ammo and have to kill eight Gas Tanks (by detonating their actual tanks). You have an elevated position that makes it easier to target the enemies without being attacked. If the Gas Tanks aren't facing you, shoot them in the legs to trip them. Then shoot the tanks while they're trying to get up.

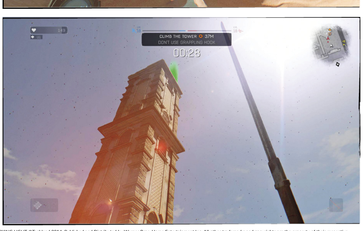
Jump between the parked vehicles when you run out of easy targets. There are plenty more Gas Tanks out there! Another Poster is in the south. This one starts a race. Make sure to cross the first gap using the metal cables instead of going to ground level. When you go after Waypoint 3, don't swim for long. Get out of the water and sprint to make up time. Otherwise, this race isn't too bad. Make sure that you have the Agility skills that are always important in the races (Freerunning skills to improve your Fatigue, primarily). That's about it!

Search the northwest for "race." It's not really like the other races you've handled. The timer is generous, and there aren't any puzzles. Instead, you have to avoid damage from quite a few Toads. Don't try to kill them. Instead, throw Firecrackers constantly and avoid running directly toward any of the Toads that you see. Swing wide to avoid them and let the Firecrackers provide a good enough distraction to get you through the course.

Near town center is a Poster with your last climbing challenge. You have more than enough time, so chill out and walk forward. Look for a white van to your left, near a blue structure under the bridge. Get on the van, jump onto the blue roof, and get from there onto the bridge. This gets you to the tower base in just a few more seconds.

Climb up from that position, shifting left and right to continue getting handholds. You've already dealt with climbs like this before, so it's nothing new. You can finish with over 20 seconds on the clock, so even minor mistakes are livable.

With all of the tests done, Bozak contacts you. He bids you to find him (west of town center, near a Safe Zone). Get to the top of the building at his location. There is a Flag there, a Blueprint for Exploding Throwing Stars, and Bozak himself. Get the goodies while Bozak is talking, and then kill the madmen when he stands up. This ends the long set of challenges.



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Side Quests and Challenges

Psycho

Availability: After Finishing "A Pact With Rais (Part 2)"

Location: Jeffrey is North of the Tower

Rewards: 2,500 Survivor XP

Difficulty: Medium

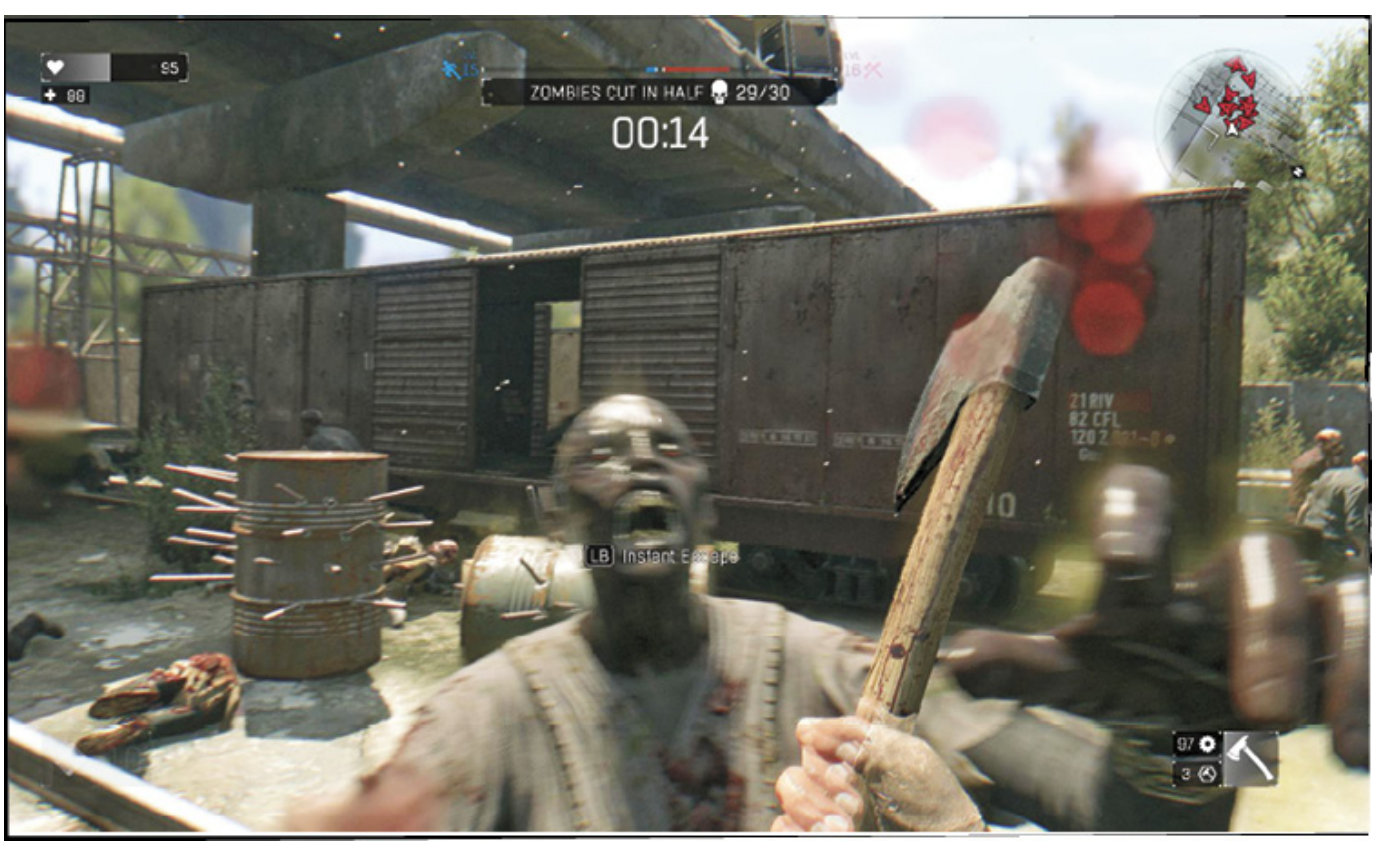
Jeffrey is north of the Tower, in the Slums. He has killing challenges for Crane to complete. The first one is to sever 40 arms from Infected in a short time limit. You get a great (unbreakable) chopping weapon, but it's still a tough challenge to complete. Aim low and fight the urge to go for headshots. You want to hit arms and torsos to get the maximum number of severings. You get well over 20 of your points while killing Infected on the roof where you begin, but you still need more targets. Jump carefully off of the roof and get to ground level on the left side. Not far away there is a fence; jump over it and go into a parking lot with MANY more Infected. Finish the challenge there with fast swings and don't be picky about targets.

Collect your money from Jeffrey and return later for a new challenge. The second time, you have to impale 15 Infected on Spike Traps. Run left from the beginning and get at least four Infected from that group onto Spikes with your Grapple attacks. Let them come toward you, and then throw them where they need to go.

Don't waste time when your targets run out. Sprint to the opposite end of the street and get the remaining 10 or 11 of them onto Spikes over there. You get plenty of targets to play with. Make sure that you back off to use Medkits if you start to take too much damage. Otherwise, it's just a mad romp to get all of them in the time limit.

Later, the third challenge is to break 30 Infected legs in a short amount of time. This is very difficult. Swing for the kneecaps (not the feet or the hips). Positioning means a great deal when aiming for the legs. If you get too close to the Infected, you end up hitting their upper bodies even when you aim for the legs. Make sure that Kyle has plenty of room to swing by standing back from your targets. Also, strafe to ensure that you make swinging attacks instead of overhead blows (which are almost useless here).

There are enough targets, but you need to run down the length of the highway, take the exit on the right, and then leap to the onramp across from you (where even more Infected are waiting). Also, push forward when starting the challenge so that you move forward as much as you possibly can even before the time limit starts.



The fourth challenge here is with a better weapon! Now you get to wield a real sword. This is a breeze compared to what you just pulled off. Aim for the heads and necks, swing fast, and stay mobile to ensure that you go through entire groups instead of needing to hunt for targets. Clear the gas station, then go around the building to your left to find more enemies.

The grand finale comes soon afterward. Jeffrey's last challenge is to take a large Axe and chop 30 Infected in half. There aren't enough zombies to do this without being careful of accidental kills, and your swing times are brutally slow. You need to charge the Axe to get maximum bisecting ability, so most of your victory relies on charging and swinging without any wasted time.

And that's the last of Jeffrey's challenges. Instead of getting a pile of cash, Jeff tries to cut you in half. Be ready for a quick and aggressive fight. Cut this psychopath in half and take his Safe Zone as your own.

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Side Quests and Challenges

Run For Your Life

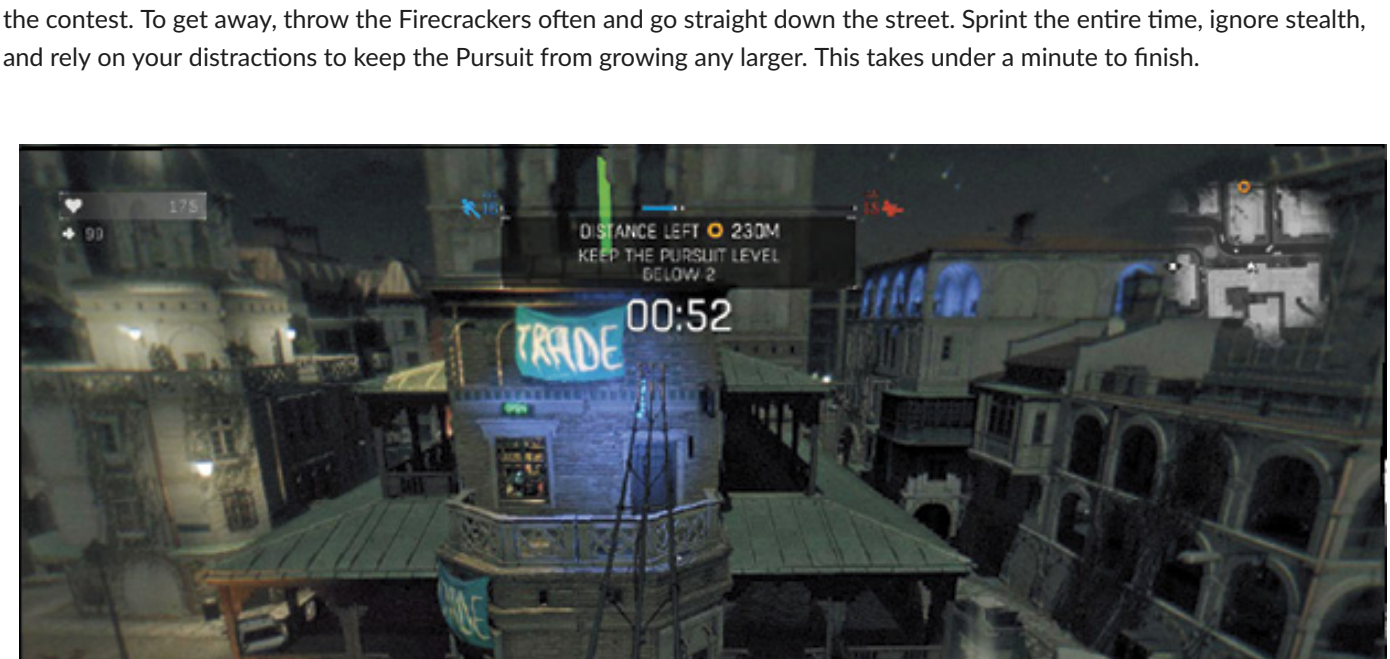
Availability: After Your Reach Old Town

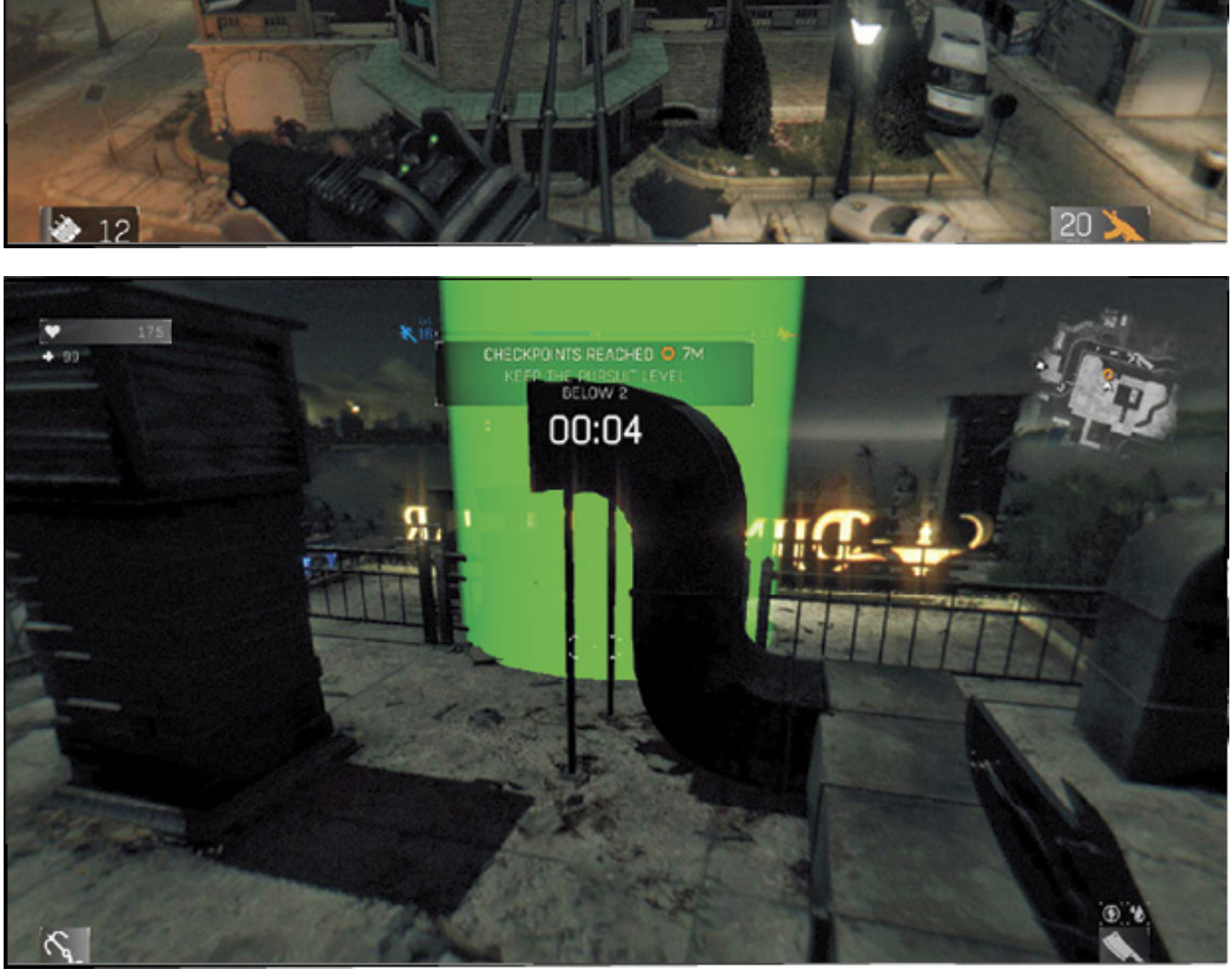
Location: Bajram is Northwest of the Town Center

Rewards: 2,500 Survivor XP and Cash Each Time You Win

Difficulty: Medium

Talk to Bajram to unlock a night running challenge. Grab as many Firecrackers as you can carry, and wait until evening to start the contest. To get away, throw the Firecrackers often and go straight down the street. Sprint the entire time, ignore stealth, and rely on your distractions to keep the Pursuit from growing any larger. This takes under a minute to finish.





Come back later to start part two of this. It's another night run. Bring a Grappling Hook; you need that more than the Firecrackers this time. The run is too long to be done without a bit of help from your old hook (and it's totally legal in this race)!

Pull yourself across the city to make the waypoint within the given time limit. You don't need to stay on top of the buildings. Worry more about maximum speed and cutting an almost straight path to your goal, even if that means using the streets below. The Volatiles will notice, but they can't keep up.

Get your money for the win, and return again another evening. The third race is actually a bit easier. Stay high this time, and use the rooftops heavily. The Grappling Hook allows you to cross the larger gaps and to save time. There are only a few seconds to spare, but a bit of luck can score you a win even on your first try if you push hard.

The cash rewards increase each time you win, so the money starts getting pretty good after your first win ($1,500 this time)! That should have you coming back for the final race.

Your final race is incredibly fast. Zip across the field with your Grappling Hook for a very easy win. Don't worry about Firecrackers because there isn't enough time for a proper Pursuit to catch you. Collect $2,500 for your work, and walk away happy.

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Side Quests and Challenges

Rupert the Gunsmith

Availability: After you reach Old Town

Location: The University

Rewards: 5,000 Survivor XP

Difficulty: Medium

Talk to Fidan, in the Old Town university library. He lets you know about a skilled gunsmith in the area. He wants you to find the man, and it might be useful for you to do so. Look on the northeastern side of town. There is a penthouse apartment where Rupert is said to reside. Climb up there and search the building.

Rupert is downstairs, in a day care center. Talk to him to find out about the place. The conversation chains into "Health Potion" (another quest), and then later gives you access to several more quests here as well. It's a very lucrative chain of events.

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Side Quests and Challenges

Searchlights

View the *Voltage* quest for more details.

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Side Quests and Challenges

Securing Safe Zones

Availability: On Map Entrance

Location: Spread Out

Rewards: Shown Below

Difficulty: Easy

Safe Zones are shown on the maps in red when you first find them. Complete brief and simple objectives to clear local Infected and secure the sites as you enter them. This grants you easy Survivor XP and a place to rest and respawn. Make Safe Zones a high priority when exploring! The time they save you after death pays off many times over.

LOCATION	MAP	REWARD
Gas Station	Slums	1000
Gas Station 2	Slums	2000
Playfield	Slums	1000
Playfield 2	Slums	1000
Construction Site	Slums	1000
Interior Site	Slums	1000
Interior Site 2	Slums	1000
Interior Site 3	Slums	1000
Antenna	Slums	1000
Tunnel	Slums	2000
Bar	Slums	2000
Roof	Slums	1000
Electrical Substation	Slums	1000
Blue Tower	Old Town	4000
House 1	Old Town	2000
House 2	Old Town	2000
House 3	Old Town	2000
House 4	Old Town	2000
Restaurant	Old Town	4000

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Side Quests and Challenges

Spare Glasses

Availability: Early Game

Location: Job Board in the Tower

Rewards: 3,500 Survivor XP and $1,000

Difficulty: Easy

Get this quest from the Job Board and then go to Khaliq in the room next door. He tells you where to find his apartment on Ivy Road. It's not too long of a sprint. The place is up and right from the Tower when you're looking at the map. Walk over there and climb up the iron bars outside the windows of the building. Drop through a hole in the roof and descend into the interior.

The Glasses are in a small satchel on the middle floor. Use Night Sense to help find them (they're between a chair and an armoire).

You also need to get a Book before you leave. Go down to the ground floor and look in the back room. There are books everywhere. The one you want is by a collapsed bookcase, but it's worth taking the time to pick up more of them if you'd like to see the type of things that Khaliq collects.

After you pick up the correct book and finish searching, go back to the Tower and give Khaliq his stuff.

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Side Quests and Challenges

Steal From a Thief

Availability: After Completing “A Pact With Rais (Second Half)”

Location: Talk to Jaffar in his Safe Zone

Rewards: 5,000 Survivor XP and $1,000

Difficulty: Easy

Jaffar won’t immediately trust you after what happened in “A Pact With Rais” but he can be convinced to tell you what’s wrong with the area. He asks you to check out a construction site where Rais’ men may have found something important.

Follow the waypoint to the marked site and use either the broken bridge above it to break in, or use your Grappling Hook (if you’ve unlocked that ability). Use your best firearm to kill the legion of thugs inside the site, or hide behind the containers to lure Rais’ men into melee range. You’re going to need multiple Medkits during the battle unless you do exceedingly well. There are just so many people to take down.

After the fight, unlock a blue container at the back of the yard. A chest inside of it has several sticks of Dynamite. Collect all of them and return to Jaffar. You end up with Dynamite for yourself, some for Jaffar, and nothing left over for Rais. It sounds like a good day!

Later, you’re asked to return to Jaffar’s garage. This starts a chained quest called “The Big Bang Thesis.” Talk to Kurt on the other side of the garage. He requires a few toys to help with his experiments.

Get to the overpass and hunt for a red truck that’s almost over the edge. It’s guarded by Biters, Toads, and a Goon. Kill the Toad at range and draw the others out so that they can’t overwhelm you. Guns and thrown weapons are great here.

After the fight, get on the left side of the truck and loot the Battery from it. Get it to Kurt, and then walk to the junkyard for some scavenging. Six Metal Parts, Kitchen Stuff, and Power Cables are needed to make this thing work. Hunt throughout the area for the materials you need, and get them to Kurt when you can.

Leave the garage while Kurt works. He calls you when the bomb is ready. Return, gather it, and take the weapon to the marked tunnel the next evening. Set the explosive at the end of the tunnel and walk away from it.

Something occurs to disrupt the plan, so return and trigger the weapon again. This time you need to run like your life is about to end. Get out of the tunnel before it detonates, and then return to Kurt. He ends the quest and gives you a recipe: Kurt’s Bombs.

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Side Quests and Challenges

The Best Runner

Availability: After You Finish "A Pact With Rais (Part 2)"

Location: Rocket is Northwest of the Tower

Rewards: 1,000 Survivor XP

Difficulty: Easy

Rocket lives inside a barricaded building really close to the Tower. Talk to him to start a series of challenges. Each one is a race! You need to have a high enough Survivor level to have your Grappling Hook before doing this, so level up if you don't have access yet.

Once you do, start the first challenge. It's just a matter of pulling yourself up to rooftops to get those waypoints. Having Forward Roll makes it even easier because you can drop off of the higher areas without taking damage or losing time.

The second race has a similar style, but it's much tougher. You have no real cooldown time on your Grappling Hook, so use it constantly instead of relying on it to pull yourself up to rooftops. This race isn't doable with regular footwork. Zip forward to save time. Also, be wary of rooftops with odd bumps or snags that might prevent you from getting over the edge. Take a second to aim your Grappling Hook so that you don't lose way more time by falling or getting caught.

Zip to targets and throw the hook again before you fall so that flying through the air is possible. After the second waypoint, swing far to the left as you leave. Go around the gas guy's fortifications and approach the third Waypoint from the street farther down. This avoids a Safe Zone that would mess up your time.

Come back later to get Rocket into a third race with you. He even ups the stakes on this one! Even better news is that the timer is more comfortable and you shouldn't require as much practice to win.

You're going downhill this time (mostly). The only way to have big problems is to land too hard more often than you should. Use the Grappling Hook to get up AND down from your waypoints. That lets you get forward while avoiding damage and delays from falling down. Rush to the end and get your prize. Though it seems like this is over for now, we resume the quest later (when you reach Old Town).

Section four is triggered in the southwestern part of Old Town, where you meet Rocket again. He has a short race prepared with only a few waypoints. Run up to the first wall and climb directly up toward the waypoint. After that it's a direct run without many oddities. Be quick about it and have a good time.

The last challenge from Rocket starts when you talk to him again later. This is a race to enjoy! There are five waypoints, and the course is excellent. Run to the first waypoint (a simple one to get your guard down). Use the covered walkway ahead to turn right and go toward point two. Jump up the left wall when you're close to it, and climb to the top.

Jump carefully between buildings to get to three without falling and having to waste time on a return climb. Then, use the solar panels on high poles to cross the parking lot ahead (to get closer to waypoint four). You have oodles of time to hit the final spot, but do NOT jump off of the roof at the end to reach it. It's a lethal fall or at least one that causes damage and costs you the race. Instead, look over the lip of the roof and aim for the garbage bags at the bottom. They break your fall and secure the win for you!

Rocket is done! You've shown him up five times. Who's the best runner now?

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Side Quests and Challenges

The Big Bang Thesis

View the *Steal from a Thief* quest for more details.

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Side Quests and Challenges

The Bunker

Availability: After "Find the Embers"

Location: Talk to Ihsan on the Roof of an Old Town Safe Zone

Rewards: 10,000 Survivor XP

Difficulty: Medium

Ihsan is looking for a cache of supplies in Old Town. He thinks that one of the city's clerks knows more about it, but he's also had trouble getting this information out of the guy. He's hoping that you can be more persuasive!

Look for a building that's west of Old Town's center. The part that you're searching for is on the top floor (but not the roof). Slide under a barricade and wake up Thabit; he's sleeping inside the safe area. Talk to him for a while. He sends you to get the Mayor's Seal.

Get to the top of the Hotel Atar, in the southwestern part of the city. There is a roof entrance into the building, as marked on your map. Go inside and weave around through the hallways, past a barricade, and into a hole that leads into the elevator shaft. Go down one level there, and continue downward once you find the hall with an opening to ground level. Use the hotel's computer system to check on the mayor.

Go up to the Mayor's room and get the Seal. It's in a locked chest nearby. A Viral breaks out of the bathroom, but a fast fight can wrap that up cleanly. Take the Seal back to the ground floor, push open the barricade by the front door, and get outside. Take the Seal to Thabit.

After you hand off the Seal, go to Town Hall and climb over the gates to get to the main doors. Walk inside, and then fight the Biters, Virals, and Bombers that infest the building. Your target is downstairs, but don't go there and start picking any locks until you've totally cleared the way. Otherwise, something might sneak up on you while you're working.

Pick the basement door and kill a single Toad inside. Try to get into the bunker, but leave the building afterward. Talk to Thabit on the radio, and look for the Key you need. It's outside, to the west. A group of former police are there (former in several senses of the word). Kill them and their Demolisher buddy. Of course the Demolisher is the one with the Key!

Get the Key and return to the bunker inside Town Hall. Thabit is in the basement, in front of the bunker door. Talk to him and then use physical means to show why he hasn't been an enjoyable person to work with. Unlock the bunker afterward, and search along the right tunnel to find the storage area. It's locked, but a vent above lets you get into the room.

Collect everything you can, and get it back to a Quartermaster for a massive XP bonus. You also get your Survivor XP for finishing the quest here. Good job!

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Side Quests and Challenges

The Prodigal Son

Availability: After Completing “A Pact With Rais (First Half)”

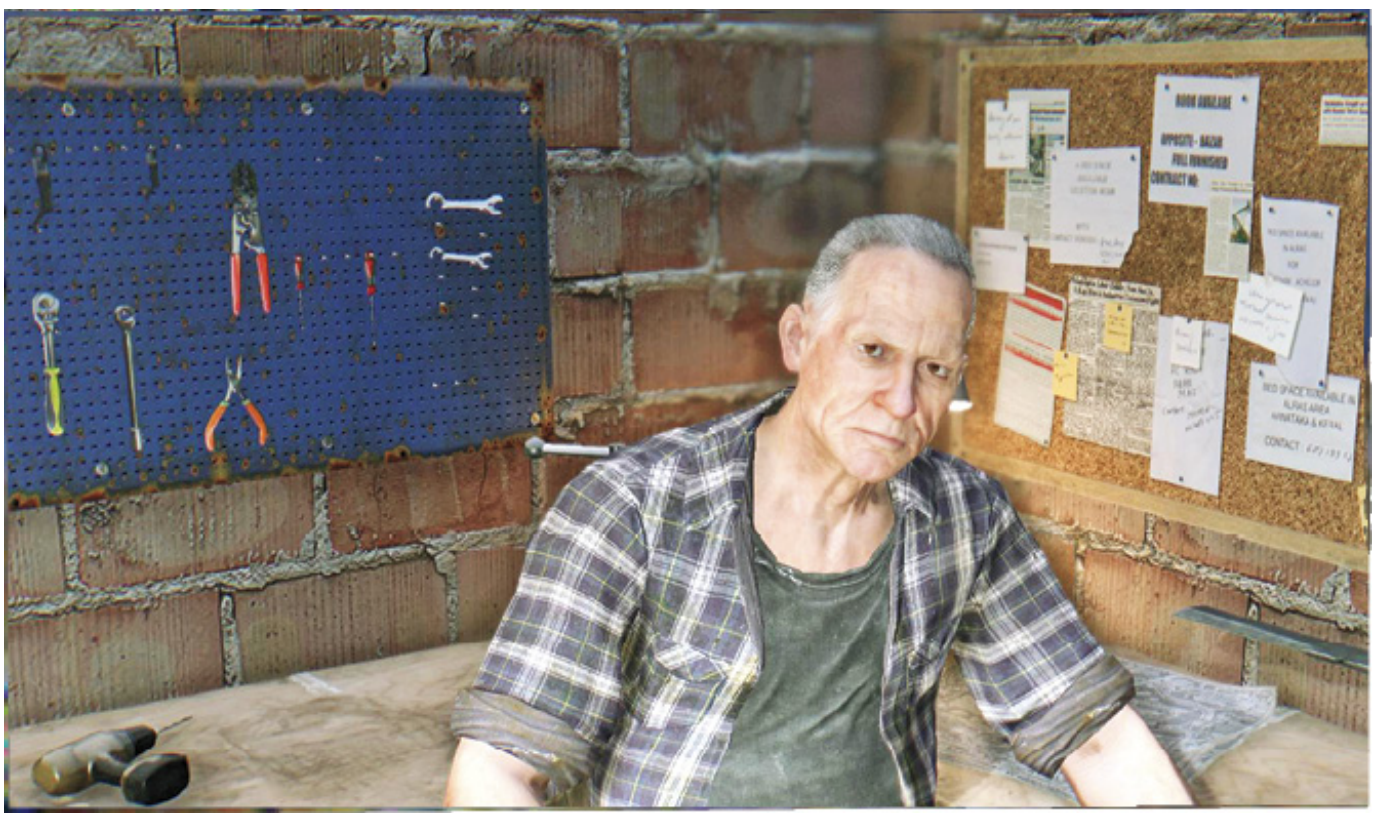
Location: Alexei is on an Antenna in the Slums

Rewards: 5,000 Survivor XP and Blueprint: Zombie Classic Mod

Difficulty: Easy

Talk to Alexei after you turn on the Antennas for Rais. He’ll be on the second tower that you dealt with. Start the quest and begin looking for Alexei’s son. Go to the Tower and ride the elevator to the upper floors, and then talk to Ayo in the corner room. He has some information about Kristov.

Leave the Tower and go to the skyscraper that Kristov was assigned to explore. You get a radio call from Kristov when you arrive, but he’s not anywhere nearby. Travel to the north and find the inn where Kristov is waiting.



Get into the compound and close the gate as soon as you can. This keeps more enemies from arriving, but there are already Biters, a Toad, and a Goon swarming the site. Kill everything that’s moving before you do anything else. Then, break the window on the left side of the building and pull yourself in through the window. Turn on the breaker there.

The location turns into a Safe Zone. Go outside and meet Kristov on the bus. Talk to him, and then go back to his father. Convince Alexei to change his stance.

Rais’ guys show up when you’re finishing the quest. Slaughter them with area of effect weapons as they arrive or switch to close-range melee weapons and retreat for Medkits if you start to get overwhelmed. Get the Classic Zombie Mod Blueprint from Alexei before you leave!

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Side Quests and Challenges

The Shadow of the King

Availability: After Completing “Do You Believe?”

Location: Starts Automatically After The Prophet

Rewards: 7,500 Survivor XP

Difficulty: Easy

Run across town to the southeast and look for a hotel in the marked area. It has impressive glass doors by a blue address listing (Number 77). Go inside there and climb the stairs on the right. Look for Room 107, also on your right when you get to the next floor. Search 107 for a Key Card, and go back downstairs. The Key Card unlocks a staff room across from the stairs. Take the other Key Cards inside the staff room (Room 206 specifically).

Climb to the first floor, turn right, and open the elevator. Use the shaft to get up to the second room. At the end of the hallway is Room 206, but its numbers have shifted a little. It now looks like 209! Interesting.

Open a drop container inside, get its goodies, and look for Rais’ Notes on a small table. Take everything you find. This ends the quest but you can still search the hotel for a few more items.

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Side Quests and Challenges

Total Security

Availability: After Completing "Siblings"

Location: Jaffar is in a Safe Zone West of the Tower

Rewards: 7,500 Survivor XP and $1,000

Difficulty: Easy

Contact Jaffar and start this quest later on in your Slums exploration. He directs you out in the city, where an ex-security expert for the Tower is asking for help. Go far to the northwest to find the building that's marked. It's too dangerously trapped to enter, but you can shut down the power.

Look for the Generators around the perimeter. There are three of them. The most western one of the bunch also has a dead (non-Infected) person in front of it. Search for some Keys by his body, and continue shutting the Generators down.

Bring the Keys to the top of the building and use them to unlock a room on the roof with plenty of treasure. Complete the quest by getting a Phone from a body near that room. Listen to the message you hear and then send a report back. Your quest is finished here.

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Side Quests and Challenges

Troll

View the *Blocks for the Boy* quest for more details.

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Side Quests and Challenges

Tunnel Vision

Availability: After Completing "A Pact With Rais (First Half)"

Location: Southwest Side of Map

Rewards: 5,000 Survivor XP and $1,000

Difficulty: Easy

Talk to one of the guards at the bottom of the tower. He tells you about a house with red smoke pouring out of it. Go there; it's past the tunnel on the southwest side of the map. Jump over the fence and bang on the door. You get an ominous shopping list as a result. Call in, and then start on the quest.

Get back into the main portion of the Slums and find Aziz by the bazaar Safe Zone. It's marked, and he's at the southern end of the area. Talk to him to advance the quest.

Now walk west and look for a white car. It's crashed inside a tunnel, and the specific car isn't marked. Go into the tunnel and look for a Goon that is accidentally guarding a white car on the side of the tunnel. Kill the Goon and loot the car's trunk for the Package.

Get back to the Tower and find Aman on the upper floors. Give him the Package. He switches it for something more appropriate and sends you back to the cooks who started off the quest.

Kill the thugs that have gathered around the shack and then give Ryan the new Package to finish this. The fight is fairly heavy because there are six men around the yard. Being firearms or at least a high-end melee weapon and good throwing weapons to back it up.

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Side Quests and Challenges

Ultimate Weapon

Availability: After Finishing "A Pact With Rais (Part 2)"

Location: Tobias Lives in Harbor Town, Eastern Side of Slums

Rewards: 2,500 Survivor XP

Difficulty: Easy

Go into Tobias' shack in the harbor area and talk to him. He's working on new varieties of anti-zombie weaponry. Help him test these to see if they work!

The first weapon is a dream. It cuts through the Goons and Biters in the test area like butter. This isn't work; it's playtime.

Come back later for part two. Tobias gives you an even nastier weapon and lets you wreak havoc against 50 Infected on the overpass. It's a charnel house, but keep your eyes out for any Bombers. Get close enough to start their explosion, and then flee to avoid damage while you wade through everything else in sight.

Aim high (for headshots), kill groups with single swipes, and cackle a little while you do it. It's like talking to a plant, the weapon knows when you're happy and will perform better because of it.

Sadly, you have to wait until later to do the remainder of the Ultimate Weapon tests. When you get to Old Town, we'll continue.

Look up Tobias after he calls you on the radio. He's on the southern end of town and has new weapons to play with. Go to him and start testing.

It's a straight romp against Biters and a rare Viral or two. Time is comfortable. Swing into the groups with gusto and always have your eye on the mini-map so that you can spot additional targets before you need them.

Finish the quest and return later for step four. Your weapon is beyond godly for this fight, but the enemies are well spread out. Use the field to the right of the street for the first 2/3 of your kills, and then return to the road for a larger group toward the end. Use Medkits if you take too much damage from a Toad or two that fires into the mess, but keep focusing on the Biters for the fast kills. They group together and make it easy to wipe out the horde in time.

Come back later for the conclusion of this awesome chain. Your final weapon has so much extra power that it can even kill a Demolisher in a couple of hits. You are a living wave of destruction in the middle of an Infected plaza. Intentionally go into the middle of the mass and swing away to get the kills at an incredible rate.

Get your weapon as a reward and wish Tobias well as you leave.

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Availability: After Completing "Airdrop"

Location: Alfie is on the Ground Floor of the Tower

Rewards: 4,500 Survivor XP

Difficulty: Easy

Alfie wants you to head back out into the night to reset things at a few of the electrical substations around the city. It's great practice for avoiding enemies at night, and the XP is good, too.

Get used to watching the mini-map so that you can spot the tougher zombies that are stalking around. Avoid their cones of sight so that you can move around without having to fight them. Both substations are well marked, so finding them isn't troublesome. Reset the breakers and search the rooms where they're located. In one of them is a Blueprint (for Stay Down).

The final switch is inside the main station. That's at the top of the map, not too far away from the Doctor's area. Sneak there while it's still dark and climb the pole outside the main gate so that you can leap into the compound. The switch is inside a building at the back of the yard, so ignore the first building when you get in. Hurry to the pole at the back of the yard, use that to jump over the next fence (on the right), and go into the grey building ahead.

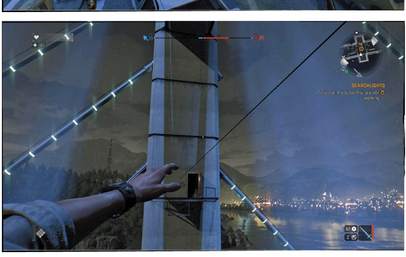
Throw the switch and collect tons of XP without having invested too much time in the process! You also get a Note, Battle Journal, and Blueprints for the Electrocutioner in there. AND, you even unlock another Safe Zone, too. Leap over the internal fences to get back into the main portion of the yard, and use the pole to get to the street again. Return to the Tower at your leisure. Later on, Voltage chains into "Searchlights." Talk to Alfie again when he has his new quest ready.

You get the Electricutter Blueprint when you start the quest in Alfie's office. Rest until evening and go out to Infamy Bridge (yup, the one on the edge of town that's filled with Infected). Bring piles of Firecrackers, because you're going to throw them like candy on this quest.

If you're nervous about that, come out during the day and then get into position about the bridge and let night fall on its own. This takes more time, but is easier to do if you get stressed out by night Pursuits.

In any event, get to the waypoint and use the pylon on the right to climb the bridge. There are handholds that get you up above the Infected, and then on the right you can shimmy around and pull yourself up even higher. Go slowly and don't worry because you aren't going to fall off and there aren't any jumps to make.

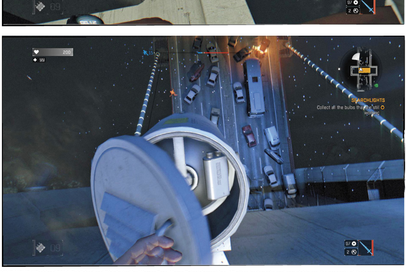
There's a ledge up top. Get to that and then use a zipline to get across to the other pylon. Go inside there (this is where you can wait for nightfall if you want to come here during the day). Climb a yellow pipe on the right, jump to a walkway, and use another section of the wall to climb the rest of the way up. Unlock the red door at the top, but watch out in case there are any Bombers or other Infected hiding on top of the bridge (it could happen if a survivor made it up here and then died of their infections).



Collect the working bulbs by cautiously walking onto the span and grabbing what you need from the lights there. Do not grab all of the bulbs. Broken ones zap you and deal substantial damage. You can tell if a bulb is working because there is a green light on the side of the fixture. If that light is out, don't touch the bulb!

Get all of the ones on that tier and then climb up to a higher ledge using the pylon on the far side. There are handholds above you and then more on the side of the pylon as you shimmy around. It's a slow climb, but there aren't tough jumps yet again, so you are mostly safe.

Collect the remainder of the bulbs from the span up top and then return to Alfie with them. You unlock a Safe Zone by doing this, so that's pretty nifty. Alfie is going to go nuts with happiness when he gets these.



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Side Quests and Challenges

Wheres My Mother

Availability: After Completing “A Pact With Rais (Second Half)”

Location: Meliha is near the waterline of Fisherman’s Warf

Rewards: 5,000 Survivor XP and $1,000

Difficulty: Medium

Meliha and another woman are beating on a door. Talk to them to find out what’s going on and then pick the lock on the door. Search the house and then tell the woman what you find. They get you to search the rest of the wharf.

Yasmina is also near the water, in a small building to the south. Talk to her to get the full story. Then, look for Harun. On your map you might think that he’s up on the overpass, but don’t go looking there. Instead, swim out underneath the overpass and climb onto the supports where the waypoint is located. Harun lives out there.

Talk to Harun and then take your search elsewhere. Look on the map for the new waypoint. To the upper-right from the wharf there is a rough section of town (where you found the Antizin container earlier). That’s where you need to go. The building in question is painted bright red, so it’s easy to see once you get close to it. The building has a “BAR” sign outside of it.

Get into the building and block the two ground-floor doorways with bookcases. Clear the Infected out of the house and search for Jamil. He’s hiding in an armoire. Talk to him and then get to the roof to climb out of the now somewhat safe building.

Jamil’s mom is with a man named Salim. It’s a bit of trek, and use your time while walking over there to repair your weapons and craft some spare goodies (either a heavy duty melee weapon or plenty of throwing items). When you reach Salim he will NOT be cool about it. You have to deal with two fights. Salim initially sets a bunch of Infected on you. That’s the really tough part, because they’re all fast. Run back to the gas station that’s across the street and use a parked van to climb onto the roof. Beat down the runners that try to climb after you, and use throwing items to blow down any of the ones that get their footing. Fighting this group on the ground is way too dangerous because you can easily be overwhelmed.

Kill Salim next; he’s vile anyway, so there’s no guilt to weigh on your conscience. Any good melee weapon will do. Advance quickly on him and use swing after swing to keep him from dodging well.

Search his corpse for keys after the battle, and then loot his entire workshop. It’s filled with nice items. Then, push aside a bookcase on the main floor. This reveals a trapdoor to the basement. Get back there, unlock the secret room below, and finish saving this family. That’s when the quest ends. You did something pretty awesome there, and you totally earned your reward.

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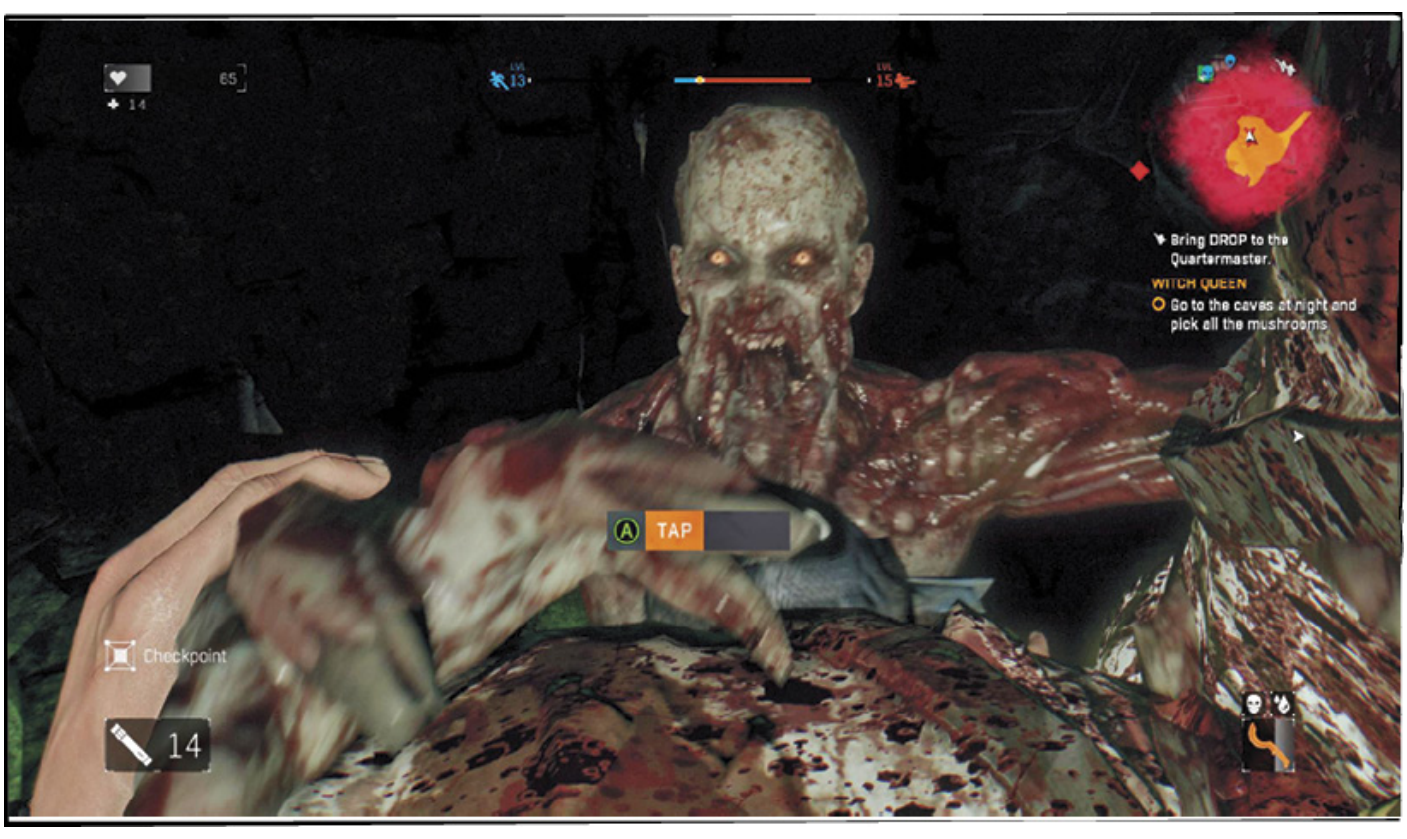
Side Quests and Challenges

Witch Queen



Availability: After Killing Your First Bolter

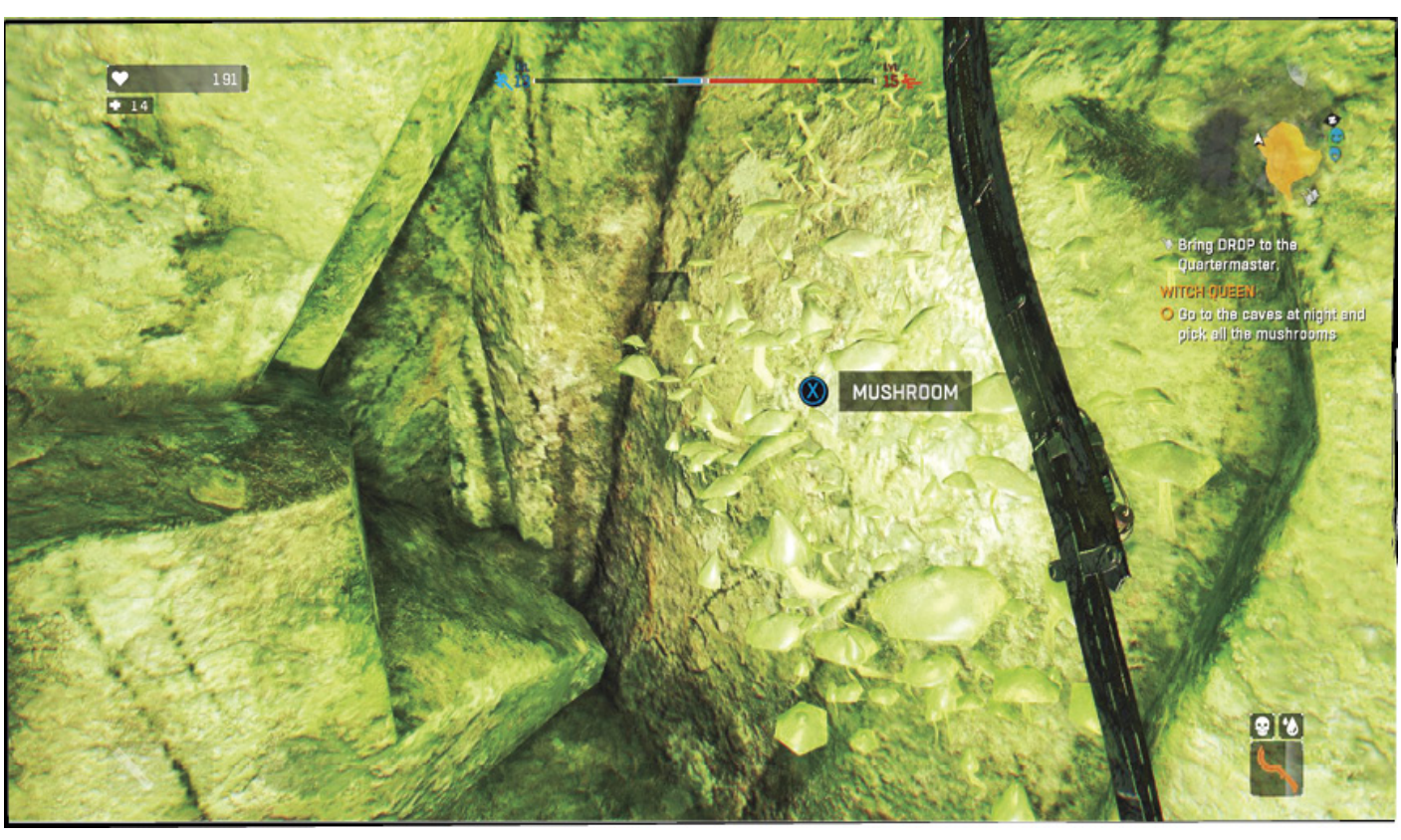
Location: Dahlia is in a Safe Zone West of the Tower

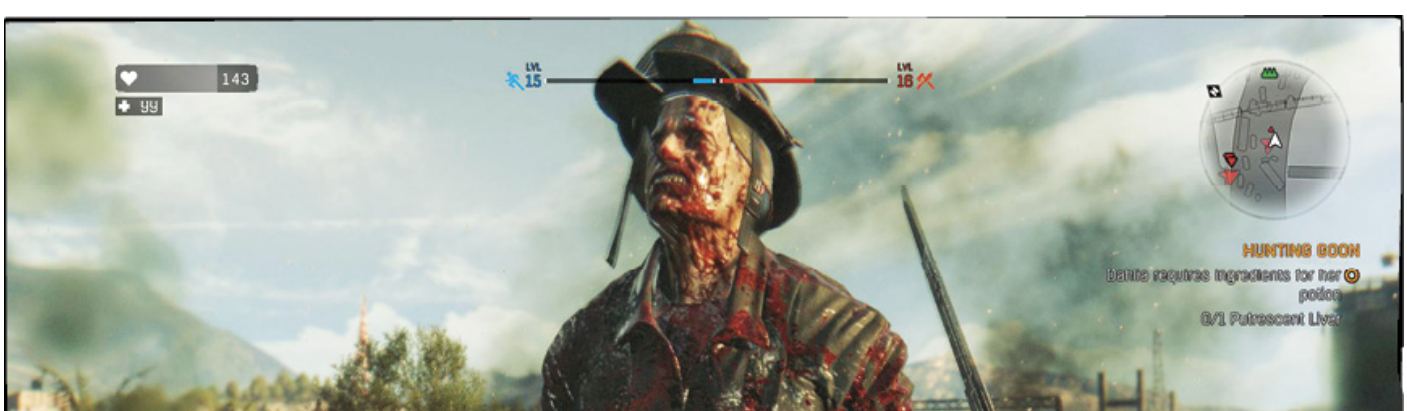
Rewards: 1,500 Survivor XP and Blueprint: Dahlia's Shroom Potion

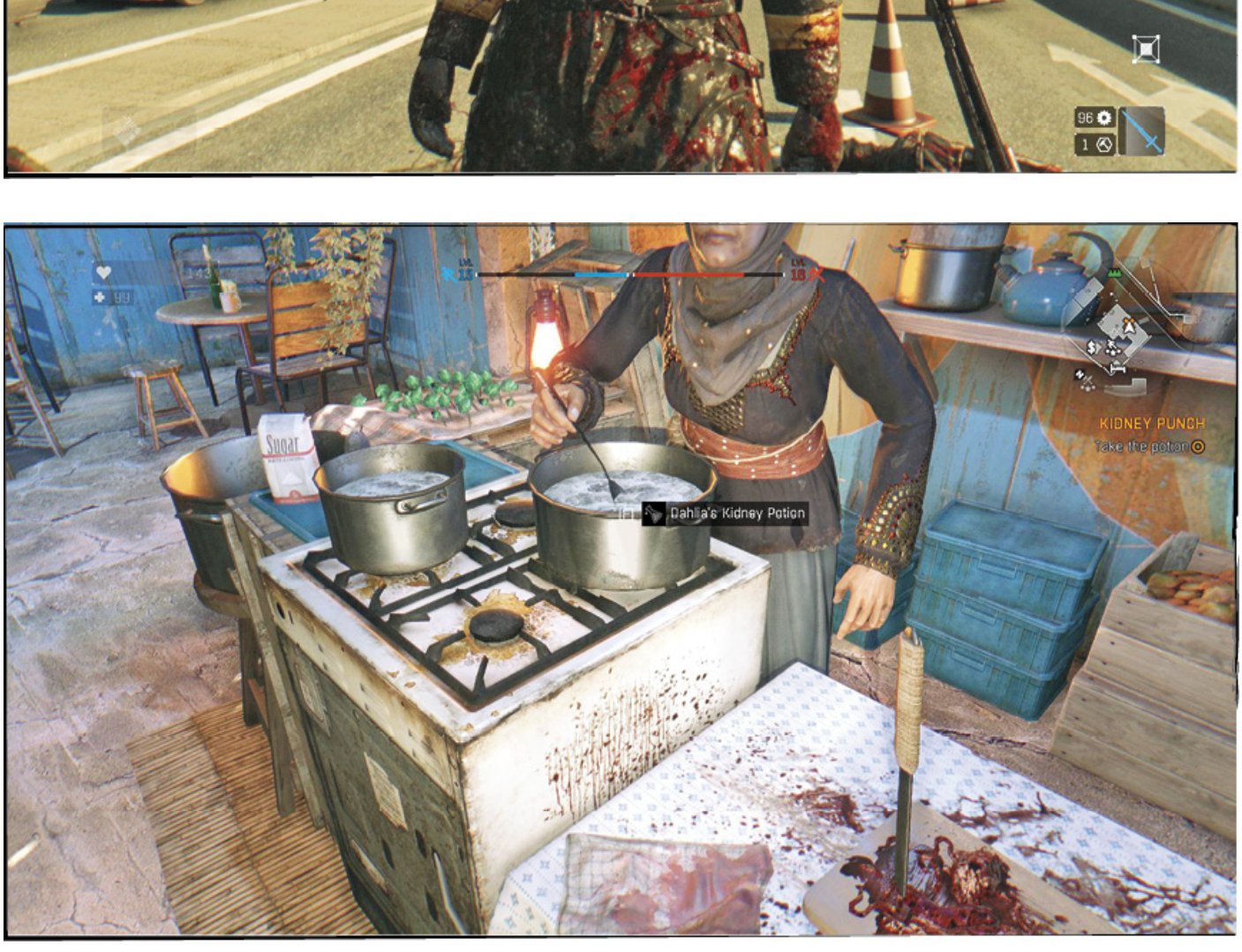
Difficulty: Easy

Jared Upper Tower mentions the Witch. She lives in a Safe Zone to the west. Go to her and start the quest. Wait for evening and go to a cave where you can pick Mushrooms for the witch. The entrance is hard to find; it's below the waterline in a drainage canal. Go there at night and dive into the water. Swim below the surface to find the entrance, and proceed.

Your UV Flashlight and Flares are helpful in the cave. There are Volatiles and a few Biters inside. Kill them before doing anything with the Mushrooms. Drop a Flare, attack the Volatiles at the base of the cave, and then use the UV Flashlight to disrupt their buddies that run down from the upper reaches. Once the cave is clear, turn off your regular Flashlight. Find the Mushrooms by looking for their telltale green glow, and harvest each patch of them. There are several in the lower portion of the cave, and then you have to hop between rocks on the upper ledges to get the remainder of them.







Return to Dahlia once you have the all of them. She sends you away with a Blueprint and a few comforting words. They're actually not that comforting. Meet Dahlia again later to chain this quest into "Hunting Goon."

To make a better potion, Dahlia needs better ingredients. Find her a Goon, kill it, and search the body for a Putrescent Liver. Return this to her for a new Blueprint (Dahlia's Liver Potion). It's an upgrade that can turn you invisible without as many horrifying side effects. Heck, it's not like you aren't already infested with disease by being around Harran. Why not try it out!

Goons are found all over Harran, but they're reliable in larger areas, like the overpasses. Come back to Dahlia yet again later. She lets you start "Kidney Punch." Instead of hunting Goons, you're now after Bombers. Bring ranged weaponry so that you don't have to get close to them for your kills, and then gather their Kidneys after you get a kill. Search the body and bring the item back to Dahlia.

Finally, you return to Dahlia to finish her chain of grizzly requests. This time, she initiates, "Bring Me the Brain of Usain Bolter." You've come this far, so you might as well finish it all.

Wait until nightfall and then hunt a Bolter. There's even an area close by where Bolters frequently come at night. Any long-range weapon gets you an easy kill here, but chase and attack a Bolter at close range if you enjoy a challenge instead.

Loot the Brain from your quarry and bring it to Dahlia. The recipe you get is way more effective than any of the others. There aren't nasty side effects, you make more of them each time, and Bolters are one of the most basic targets to find because they're shown on your map. It's the best of all worlds, and you've got the recipe to make it happen.

If you return to Dahlia again you get a funny scene to watch, but there aren't any more quests to worry about.

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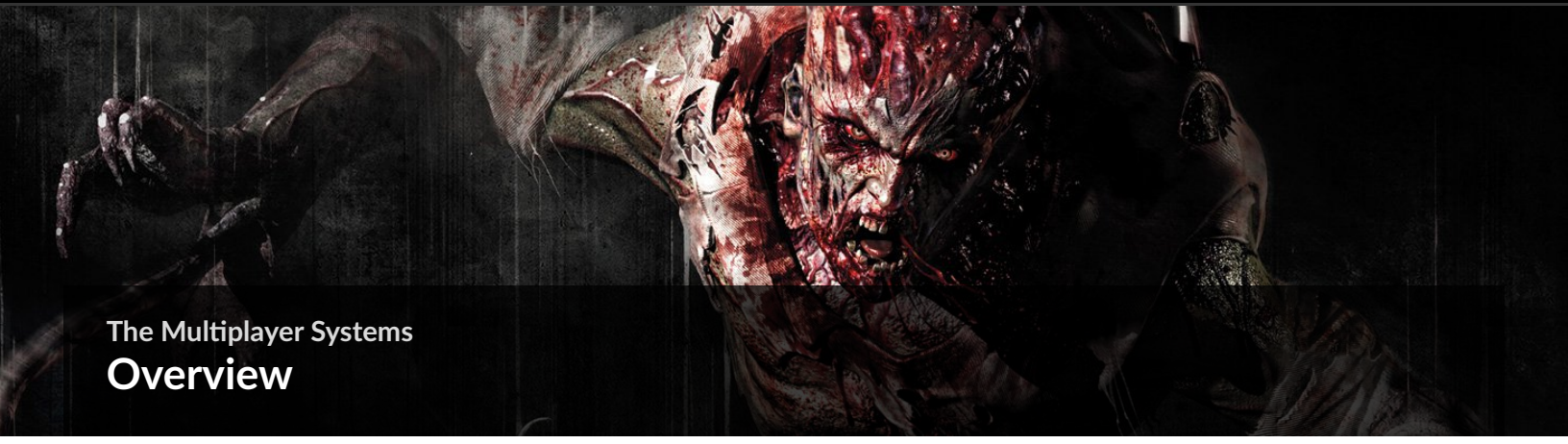

The Multiplayer Systems

Overview

Dying Light features cooperative play between friends or strangers, and it's also has a bonus mode that allows players to invade each other's realms. This chapter covers the ins and outs of those systems.

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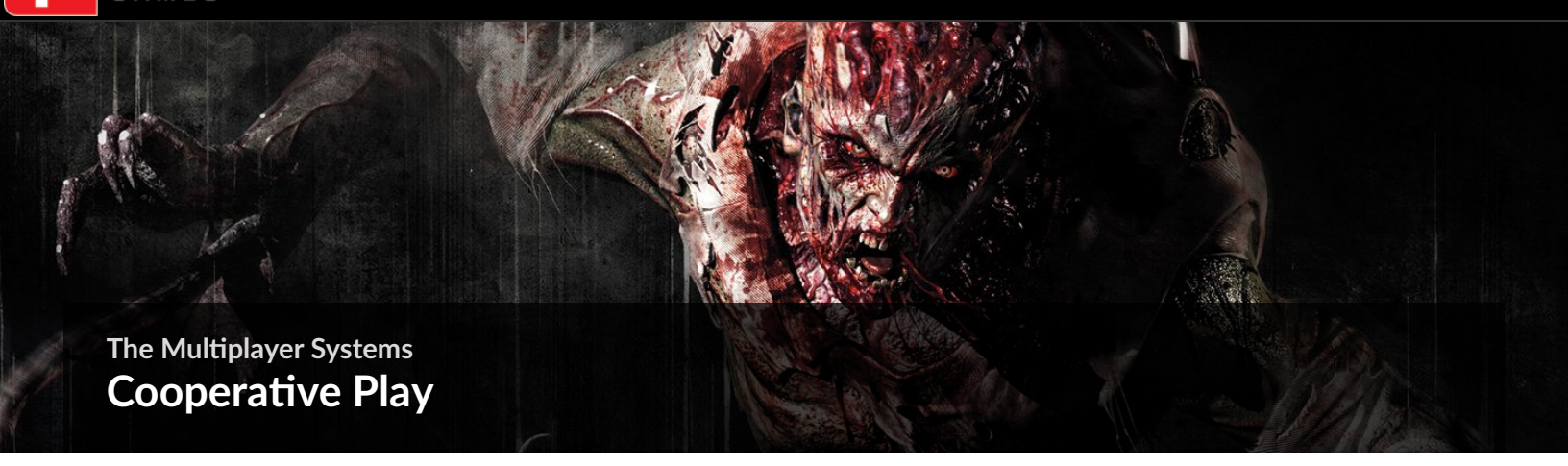


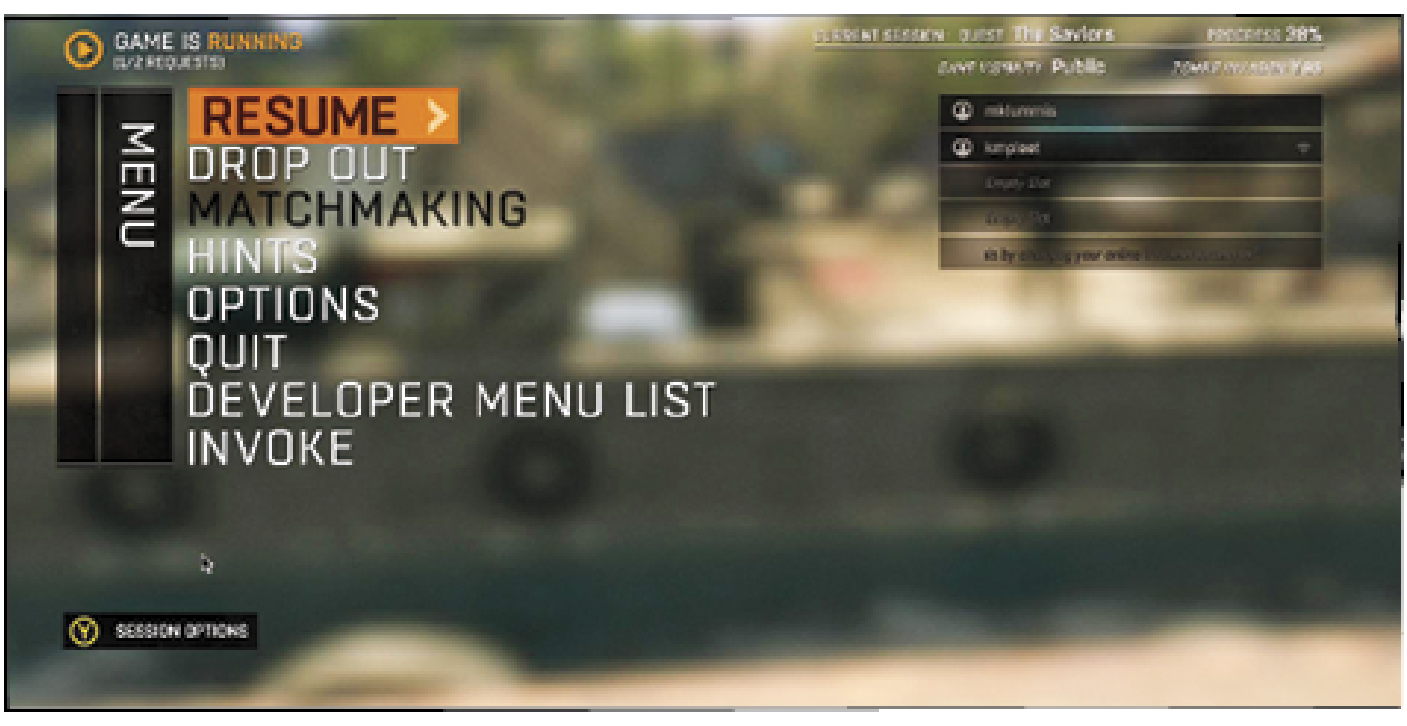
The Multiplayer Systems

Cooperative Play

Up to four players can join the same world and work on quests, slaughtering, and challenges together. Use the matchmaking system to find other people, or invite buddies directly (through Xbox Live, Steam, or PSN) to get your friends involved.

There's also a Matchmaking system in-game, reached via the Pause menu. Use that as a way to find other specific players' games, or to Quick Join if you're just looking for anyone to play with. You can be cracking skulls with other people in mere seconds.

Once people join, the game responds like it normally would. There are zombies to kill, quests to complete, and challenges to discover. There are also opportunities for small competitions throughout the world. Not only do challenges take on a competitive slant, but you can create competitions when going after Bolters, Goons, and other exotic prey. This is also true when saving survivors.



Friendly fire isn't an issue, so firearms and melee attacks can be made with impunity. However, explosions and traps do not factor into this. It's possible to kill each other with Exploding Cars and similar types of weaponry, so watch out unless you're goofing around with people who don't mind that sort of thing.

There are a couple of Achievements/Trophies that don't activate unless you play with other people. To earn these, you must complete quests together in a consistent party or win a series of competitions in a row. Always let other people know so that they can either join up for a longer stretch of play or bow out, instead of messing things up in the middle of your attempt.

It's easier, by far, to get these types of Achievements/Trophies when playing with people you know in real life. That way, you can organize a play session specifically to get your Achievements (and then make sure that everyone else gets them, too).

You get bonus experience for engaging in these co-op challenges, so playing with a team is often a great way to level your character up, especially in regard to your Power XP ranks.

WORKING TOGETHER

The mini-map and primary map both show all of your allied players, so it's never hard to find out where people are adventuring. Even people who are very far away appear at the edge of your mini-map, so you know in which direction to head at a single glance.

If you're all playing casually, it's okay to spread out and do various things at your own pace. When people want to meet in a large group, it's best to have one person who acts as the leader. That way, everyone knows to stick with that target instead of running around unsure of whom to follow.

People who try to start quests aren't able to begin things until everyone else joins them, but all other players have the option to teleport to the quest giver. This is fine as long as people aren't all trying to go to different areas to start different quests. Again, it's nice to have a leader who is responsible for finding and initiating quests for the group!

REWARDS

Cooperative play is great in a number of ways. Enemies drop loot for everyone on the team, so all bodies are searchable (even if you didn't hurt the monster in question). XP isn't shared, so that's a minor downside, but the enemies aren't any tougher. Your team can wade through entire plazas worth of Infected without taking much time, so experience doesn't come in any slower than it would normally. And, the bonus XP from competitions is a nice perk. Set these competitions to a higher frequency in your online options if you're especially enjoying them.

You get a nice boost to your experience by healing other players. The higher your rank, the more XP you get from doing this. Thus, saving other people isn't just a good thing to do; it's also a smart thing to do! There's also a new Survivor XP boost for healing other players. The number of points gathered depends on the healing player Survivor Rank.

LEVEL	XP
1	10
2	33
3	50
4	100
5	150
6	200
7	250
8	300
9	400
10-24	500

HELPING OTHERS

This isn't a one-man show. You're at your best if you help other people along the way (especially if you're going to play with those people more than once). Drop spare weapons for people who need the upgrades more than you need the cash, and think about crafting goodies for people who don't have the recipes.

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The Multiplayer Systems

Be the Zombie Mode (Pre-Order Bonus)

Be the Zombie Mode (BtZ) is a player vs. player invasion mode, a totally opt-in form of PvP. You can set your game up so that other people can't randomly join and attack, which is one way to avoid the danger if that's not to your liking.

Players who enter your world this way become Night Hunters, a special type of powerful Infected that poses a massive threat to your characters.

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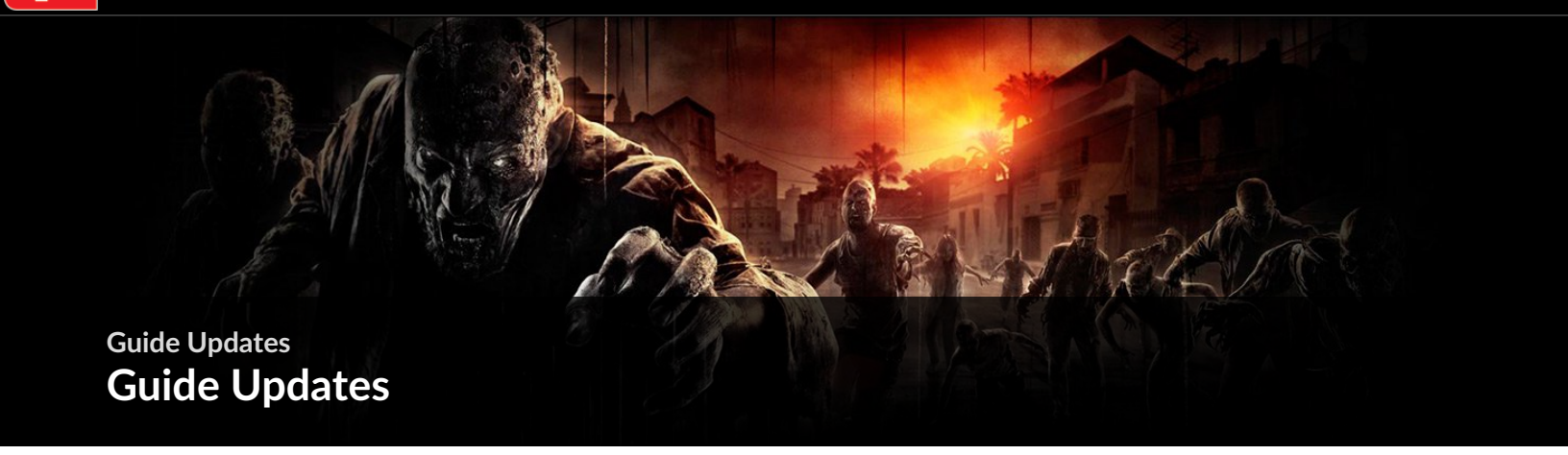


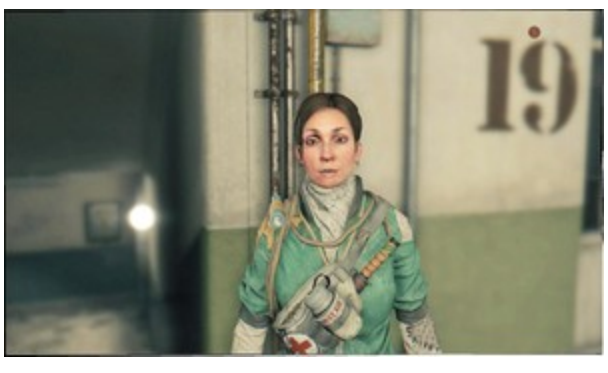
Guide Updates
Guide Updates

WEAPONS, EQUIPMENT, & CRAFTING > BLUEPRINTS

- Updated maps to show revised Blueprint locations
- Updated Components where necessary for recipes that have changed
- Added Blueprints for various upgrade items that affect Final Stats

03/23/2015

SIDE QUESTS AND CHALLENGES



- Updated quest rewards for **Firebug**
- Updated walkthrough for **Mothers Day**
- Updated quest rewards for **On the Hooks**
- Updated quest rewards for **Witch Queen**

03/20/2015

COLLECTABLES > BATTLE JOURNALS

- Updated map label numbering

03/05/2015

MISSIONS > FIND THE EMBERS

- Moved Find the Embers from a subheader in the previous mission to its own mission section to correct layout issue

02/26/2015

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The Bestiary

Overview

This chapter features the many faces of the risen dead. These are not all simple, mindless zombies. Some of them remember how to use weapons, others are fast and can climb, and some even explode when they sense a victim nearby. Knowing the Infected is the best way to survive, so study hard and fight with every trick you can master.

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The Bestiary

Enemy Evolution

The disease in Harran isn't lying dormant while people run around trying to survive. It's constantly mutating and creating stronger monsters. In the beginning of the game, you won't find many dangerous Infected, but things get harder out there as the story progresses.

The following chart shows you when various Infected begin to appear throughout the city.

MISSION	POSSIBLE ENEMIES
Awakening and First Assignment	Biters, Volatiles, ˆ' Melee Thugs
Airdrop	Goons and Virals
A Pact With Rais	Gas Tanks, Toads, and Bombers
Hunt Your First Bolter	Bolters
The Pit	Demolishers, Rais' Ranged Thugs
Project Mayhem	Screamers
Contact	Expect Anything and Everything!

This isn't the only way in which the difficulty rises over time. Enemies become stronger even within their own categories. There are three or four tiers of Infected within each category. The Biters that you attack right outside of the Tower on day 1 are not going to have the same stats at the ones you meet toward the end of the game. This doesn't happen as a major switchover. Instead, the Infected have percentage chances to appear as tougher versions of themselves. Those chances increase dramatically each time you finish a major story mission.

None of this is influenced by Kyle's XP, weaponry, or time in the game. If you want to keep the difficulty lower for as long as possible, complete side quests and challenges before advancing the main story.

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The Bestiary
The Infected

BITERS

ENEMY HEALTH

TIER OF INFECTED	HEALTH
Weak Biter	125
Normal Biter	250
Late Game Biter	450
End Game Biter	1,000

NEW GAME+ HEALTH

TIER OF INFECTED	HEALTH
Weak Biter	800
Normal Biter	1,000
Late Game Biter	1,200
End Game Biter	1,500

Biters are the most common form of Infected. Most of the time they're slow moving, weak, and don't have any special attacks to wield against you. They only do damage if they can smack you or grapple and bite. They're vulnerable to head attacks, can be avoided by sprinting, and won't pursue you for very long if you try to get away from them.

At night, Biters are more aggressive and stumble toward you with more tenacity, but they're still the lowest order of threat among the Infected. Get higher up to avoid these creatures. They won't crawl under barriers or climb over barricades. Use higher ground to scout for safer areas of movement.

If you stay on ground level, use distractions or Agility abilities to get through large groups of Biters. Firecrackers lure Biters away from your character and keep them focused on the sound and explosions. Once you get abilities like Vault, it's much easier to get around Biters because you can sprint toward them, leap over a group, and keep moving without wasting any time. Very useful!

Tap the button shown onscreen if you're grabbed by a Biter. These attacks do quite a bit of damage if you don't counter them quickly. There are special abilities that let you break away much faster when grabbed by Biters, but they're not available at the beginning of the game (so you must be quick about countering them).

Fast- and medium-speed weapons work extremely well when fighting Biters because they often appear in substantial numbers. Avoid slow weapons because you end up overkilling one Biter and being overwhelmed by all of its buddies before you can get around to attacking again. If you do want to use something slower or heavy, equip a two-handed weapon and try the Power skill called Whirlwind to clear large groups of Biters simultaneously.

Try not to waste many thrown weapons or bullets on these weaker Infected. Save your best items for more dangerous foes!

BOLTERS

ENEMY HEALTH

TIER OF INFECTED	HEALTH
All Bolters	20

Bolters are lucrative Infected to hunt. They won't appear early in the game. Instead, you must wait for a specific point in the story before they show up. Once that happens, you start to see Bolter icons on the map. These are scavenging grounds where the Bolters come out at night. You never see them during the day, so don't even try to look for them until it's really dark.

It's too much to say that Bolters are lovers more than fighters, but they're certainly the least aggressive type of Infected. They'd really prefer to flee rather than get caught in a stand up fight. Sneak up on them from behind and use ranged weapons to kill these creatures before they can react. A single shot to the head from range is the best way to ensure that you score a kill.

Hunt Bolters for their special tissue. It's worth a great amount of money if you sell it. The material can also be used as a crafting component. It makes incredible weapon upgrades and several special potions.

If you startle a Bolter before killing it, the creature runs, but that doesn't mean you can't still get them. Ready one of your ranged weapons and sprint after the Bolter while attacking it at range. This results in an outright kill or at least slows it down so that you can catch up and finish it off.

BOMBERS

ENEMY HEALTH

TIER OF INFECTED	HEALTH
All Bombers	20

Bombers are a foul and dangerous variety of Infected. They don't try to bite or hit you. Rather, they wait until someone gets close to them and then detonate with only a moment's warning. Anything within several meters is going to take catastrophic damage. Use ranged weapons to kill Bombers, or trigger them by getting close and then slipping around a wall to block the explosion.

Always try to spot Bombers before they get anywhere near you. They're chubbier than normal Infected (without being especially tall). They are bloated, filled with pustules, and have a different groan than the run of the mill Biters. All of these signs give you the ability to look up and flee before a Bomber detonates. Another thing to look for is the awkward, lumbering gait for which Bombers are known.

You have a brief moment to Dodge away when a Bomber triggers. Once they're about to blow, Dodge as far away as you can to minimize the damage you take. Whenever possible, use these blasts to your advantage by luring the Bomber over to groups of Infected before triggering them. That way, their explosion clears out a number of your enemies!

DEMOLISHERS

ENEMY HEALTH

TIER OF INFECTED	HEALTH
Demolishers	3,000 with Armor

NEW GAME+ HEALTH

TIER OF INFECTED	HEALTH
Demolishers	5,000 with Armor

Demolishers don't enter the city until you're well into the game. These ultra-heavy Infected have massive health, strong damage potential, and are usually covered in at least a couple pieces of armor. Your early attacks do less damage until the armor gets knocked off (unless you aim well enough to avoid the protected areas).

The key to killing Demolishers is to master side Dodging. Demolishers can throw debris at long range, attack at close range, or charge to bowl people over. Stay away from melee range to avoid their fastest attack, and use Dodges to either side to get away from the debris and the charge attacks. The hardest part of this is to avoid Dodging too early when Demolishers charge at you. They can adjust to your movement and still get a hit on Crane. Stay calm and wait until late in the Demolisher's charge so that you always get out of the way.

After avoiding a Demolisher attack, use their recovery time to get in close for multiple hits. Dodge back as soon as the monster turns toward you, and resume the defensive portion of the fight.

As long as there aren't other Infected in the area, Demolishers become very easy to kill (and they're worth a huge amount of experience). You also get much better treasure from Demolishers than you do from most enemies. Never leave one of their corpses unsearched!

If other Infected are nearby, prioritize killing them first to make the Demolisher fight easier. Lure the other Infected into areas where the Demolisher can't follow; the big guys can't climb, sneak under things, or go through smaller doorways.

GAS TANKS

ENEMY HEALTH

TIER OF INFECTED	HEALTH
Weak Biter	625
Normal Biter	1,250
Late Game Biter	2,250
End Game Biter	5,000

NEW GAME+ HEALTH

TIER OF INFECTED	HEALTH
Weak Biter	4,000
Normal Biter	5,000
Late Game Biter	6,000
End Game Biter	7,500

The city tried to counter the viral threat in the early days of the outbreak. Instead of sending their people into the field without protection, they gave everyone Level 4 Biohazard suits. They had full physical barriers and independent air supplies, but it still wasn't enough to save them. Biters were able to tear through the suits, infecting the teams of government workers despite their precautions. Now there are Infected wandering around with these suits still on. They're hard to kill because the suits absorb a huge amount of damage. Also, they explode if their air tanks are punctured, so you take heavy damage if you stick around once a rupture occurs. Use ranged weapons instead of melee attacks to get the job done. A classic technique is to attack a Gas Tank's legs to put them down, and then shoot their tanks while they're helpless on the ground. Then, RUN!

If you don't have ranged weapons, swing away from the rear until their tanks break and then run like it's the end of the world! If possible, use Firecrackers to draw other Infected over to Gas Tanks before you finish them off. It's great to detonate one of these when plenty of other targets are close by.

Later in the game, Gas Tanks become even more of a threat in some ways. Your heavier weapons do so much damage that it's possible to cause a Gas Tank to explode without going directly after their tank. That gets you blown up quite well, which isn't a good thing. Fortunately, you begin to carry more bullets by that point in the game. Fight Gas Tanks at range even more exclusively if detonation becomes a bigger issue.

During high-level Pursuits, or in special cases, Gas Tanks may sprint toward you in an attempt to detonate themselves. Shoot them at range to save yourself from an almost-instant death from massive explosive damage. Or, sprint away and climb to safety so that you can get a better angle of attack on them.

GOONS

ENEMY HEALTH

TIER OF INFECTED	HEALTH
Normal Goon	1,000
Late Game Goon	2,000
End Game Goon	3,000

NEW GAME+ HEALTH

TIER OF INFECTED	HEALTH
Normal Goon	2,500
Late Game Goon	5,000
End Game Goon	7,500

Extremely large Infected like Goons are slow and ponderous, so they're easy to outrun. However, they're equally hard to kill. Goons carry a two-handed weapon to augment their natural strength, and they know how to use these items quite well. Be ready for a variety of dangerous attacks to come your way when you try to kill a Goon.

If you're really close, watch for a short-range slap. This is one of the few fast attacks that you must avoid. Dodge directly backward to prevent any damage. Other attacks include a whirlwind that swings the weapon 720 degrees, and an overhead strike that has way more range than you'd expect because it has its own shock wave. Dodge way back when the Goon winds up, and keep stepping back until the weapon smashes into the pavement. Always err on the side of getting too far away; otherwise, you're going to get knocked down occasionally.

The least costly way to kill Goons is to step forward, smack them once with a melee weapon, and then Dodge out of the way when they counterattack. Although slow, this is quite reliable and won't eat into your supply of ammo or thrown weapons. If you're willing to use those resources, then simply back up, use ranged attacks to wound and then kill the Goon, and then backpedal if one ever gets close to you. It's as simple as that. Pistol shots to the head turn Goons into mush. They're incredibly easy to hit, so take your time, aim well, and get the safe kill.

SCREAMERS

ENEMY HEALTH

TIER OF INFECTED	HEALTH
All Screamers	20

Screamers are children of Harran that fell to the outbreak. They're not able to fight the survivors in direct combat, but their screeches distract you, slow people down, and call other Infected from far and wide. Get into melee range quickly and use the "Calm Down" technique to silence the Screamers. It's the best thing you can do for them.

You always know when a Screamer is close by; they weep when they're on their own. It's going to sound like a normal human child, but don't be fooled. Get your weapons ready and try to stop Screamers before they trigger a large battle.

VIRALS

Some Infected are more recently undead and haven't lost their mobility. These enemies are fast (being able to keep up with Kyle even when he's sprinting). They'll pursue you tirelessly across the city. You know when one of them is on to you because you can see their icon on the minimap.

Lure Virals into tight spaces so that you can't be overwhelmed by them. Use ranged weaponry to soften them as they approach, and switch to melee weapons to finish them off once they're down on the ground and injured. Watch out when fighting them so that you don't back into other Infected while focusing too much on the immediate threat in front of you. Stay aware, and don't let these Infected scare you into making any mistakes.

Firecrackers distract Virals that are chasing you, providing extra time to get out of their line of sight. Diving under water is also a great way to break off the chase. If these aren't options, use thrown weapons to damage and slow the pursuers down, or leap onto higher ledges so that you can fight the Virals without needing to worry about other Infected (because most cannot climb up to join you).

It's always better to attack Virals while they're climbing or crawling to get to you because they won't be able to Dodge or fight back for a short time. Make the most use of that. Kick them off of rooftops for added damage. This also buys you more time to flee or take care of other Virals that might be coming after you.

ENEMY HEALTH

TIER OF INFECTED	HEALTH
Weak Viral	200
Normal Viral	300
Late Game Viral	400
End Game Viral	500

NEW GAME+ HEALTH

TIER OF INFECTED	HEALTH
Weak Viral	800
Normal Viral	1,000
Late Game Viral	1,200
End Game Viral	1,400

TOADS

ENEMY HEALTH

TIER OF INFECTED	HEALTH
Normal Toad	250
Late Game Toad	500
End Game Toad	800

NEW GAME+ HEALTH

TIER OF INFECTED	HEALTH
Normal Toad	1,000
Late Game Toad	2,000
End Game Toad	3,000

You don't normally expect zombified people to have ranged weaponry, but these creeps do! They're so badly infected that they're able to projectile vomit at very long range. Dodge to the side to avoid their attacks, and respond with either ranged attacks of your own or sprint up to them and unleash a wave of heavy melee attacks to kill the Toad before it recovers.

Even if a Toad's attack misses, you have a chance to take damage. The globules act like grenades when they don't hit a target directly. An icon appears to warn you that one has landed close by. Sprint to get away from it, and hope for the best. The infected material that these guys spit does damage over time to anyone it hits. If it nails Kyle, the HUD also gets tainted for a moment, making it harder to see what you're doing.

Toads don't take much damage to kill, and you should absolutely focus on getting them down before worrying about other undead in the area. Once all ranged targets are down, you get a huge advantage in maneuvering because you don't need to think about angles of fire, cover, and so forth. Toads die quickly whether you use ranged attacks or melee weapons against them.

VOLATILES

Volatiles are some of the most dangerous Infected in the city. Their skin looks like it's almost melted off, so they're terrifying to look at. They mostly come out at night, but you can find them during the day in dark tunnels and the sewers.

Because Volatiles are photophobic, you can get a strong advantage over them by equipping a UV Flashlight. Shine that in their faces to disrupt the monsters, and attack them relentlessly until they're dead. Traps with UV lights are similarly wonderful against them.

If you're just trying to get away from Volatiles, use Flares to light up an area to frighten them off. Or, use Firecrackers to distract them while you get away.

Like Virals, these hunting adversaries appear on the minimap. Look for their areas of patrol and vision to avoid alerting them to your presence. Taking the time to move quietly with stealth really pays off.

During chases, Volatiles can sprint, climb, and get around most barriers. In battle, they are fast and take plenty of damage to kill. They leap onto their prey like a Biter, but this attack does way more damage. You must tap the button indicated on screen to push them off of you, and they are always ready to attack again just moments later. Fast weapons are ideal because Volatiles move quickly and aren't great targets due to their natural mobility.

ENEMY HEALTH

TIER OF INFECTED	HEALTH
All Volatiles	3,000

NEW GAME+ HEALTH

TIER OF INFECTED	HEALTH
All Volatiles	5,000

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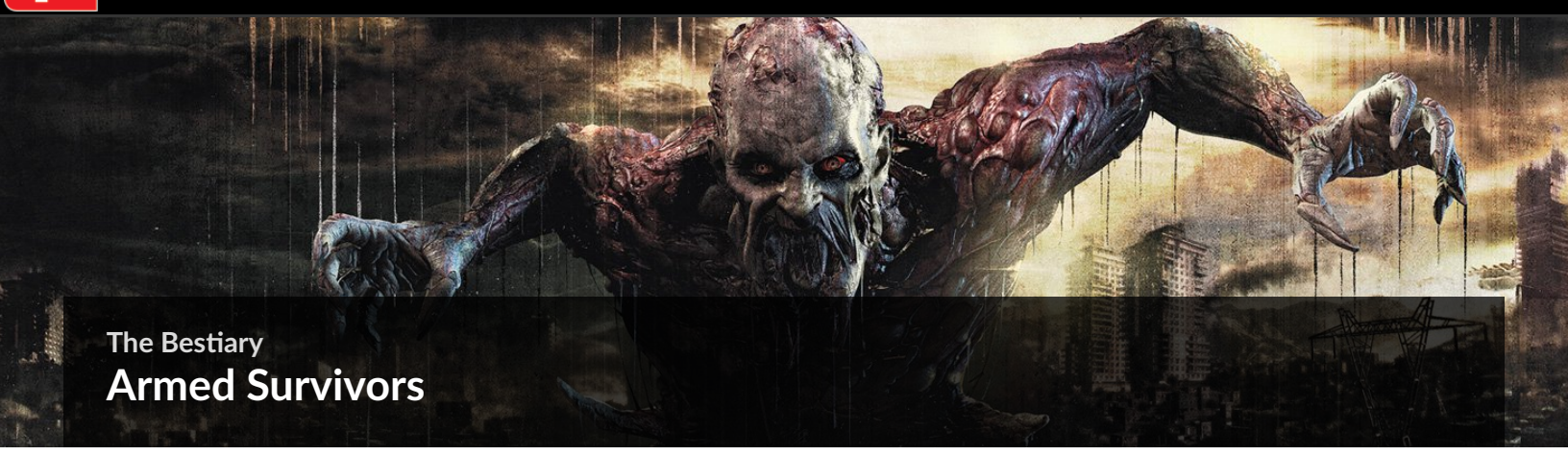

The Bestiary

Armed Survivors

Armed survivors are great to have around when you're on their side. That's less the case if you're the person in between them and their goals (or survival). Not all of the people in the city are going to work together to survive, so you must be prepared to fight against both Infected and the living.

The biggest difference between these two groups is that survivors are often fast, have ranged weaponry, and can Dodge quite well. You can't aim for their heads, take a single swing, and expect much good to come from it. Survivors duck and weave to avoid your attacks. To hit them reliably, swing multiple times. In this way, they Dodge initially, but then start to take heavy damage afterward as your onslaught eventually overwhelms them. Ranged weapons are great for damaging and distracting these targets, but be ready to use cover or Dodge their return fire!

RAIS' MEN

Rais' men are the most common type of armed survivor. They're found at his main compound, but are also seen any area of the city where supply drops fall. They get to these drops quickly and confiscate the medicine and goods inside of them. If you want to secure the drops for the Tower, you're going to end up fighting.

Rais' men often keep their faces covered and wear yellow to show their affiliation with Rais. Firearms and thrown weapons soften or kill members of these groups, and melee attacks work well once their numbers are reduced. The Takedown ability is great for getting an edge on these fights because you can often sneak up and kill the first member of Rais' group before the others realize what's going on.

If possible, use surrounding Infected against Rais' men. Throw Firecrackers at them if undead are nearby. This draws the Infected into the fight, wounding, distracting, or killing the thugs. Don't feel bad about doing this; these are the worst people in the world. Anything you do to them is probably a good deed.

ENEMY HEALTH

TIER OF INFECTED	HEALTH
Weak Thug	250
Normal Thug	600
Late Game Thug	1,000
End Game Thug	1,000

NEW GAME+ HEALTH

TIER OF INFECTED	HEALTH
Weak Thug	1,000
Normal Thug	1,500
Late Game Thug	2,000

HOSTILE SURVIVORS

Random survivors aren't usually a problem; most of them are just trying to make it through the day. But there are quite a few side quests that let you track down people who need to be stopped. Usually they won't have as much backup as Rais' people, but they are still savage about trying to kill you. Some will try to get the Infected after you, turning the tables on your usual tactics. Others may mix ranged attacks and melee with skilled Dodging. It's like fighting Volatiles (but worse).

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Controls and Gameplay

Overview

There's lots of ground to cover in this section of the guide; we're going to explain all of the options, gameplay features, and skills that let you develop your character. We've divided the chapter so that the basics are up front, and we'll get more and more involved later on.

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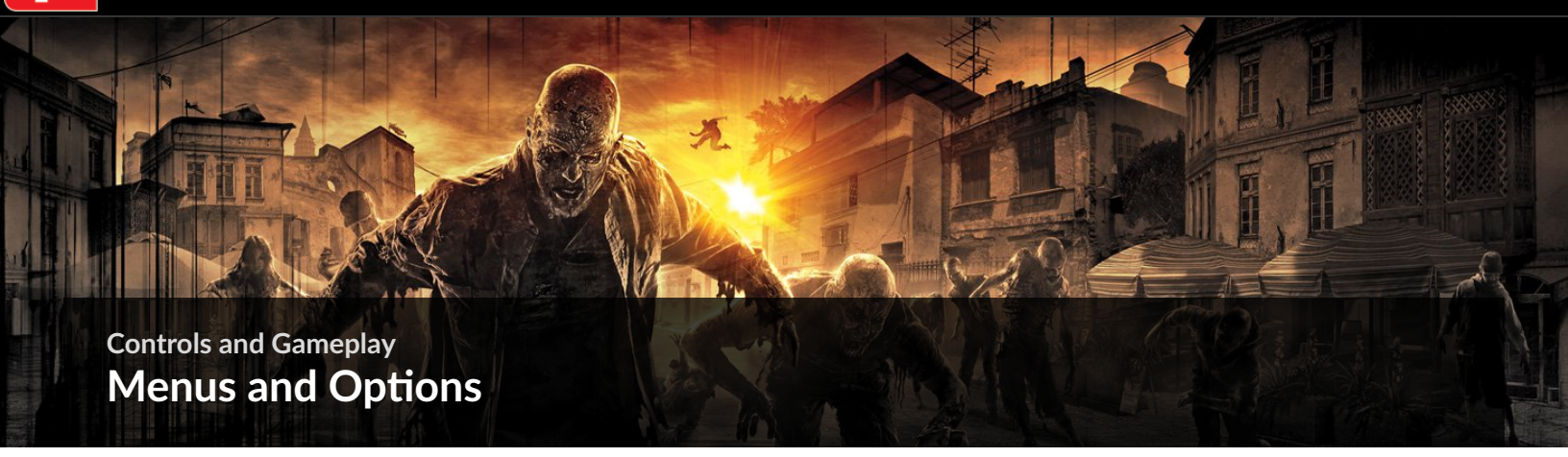


Controls and Gameplay

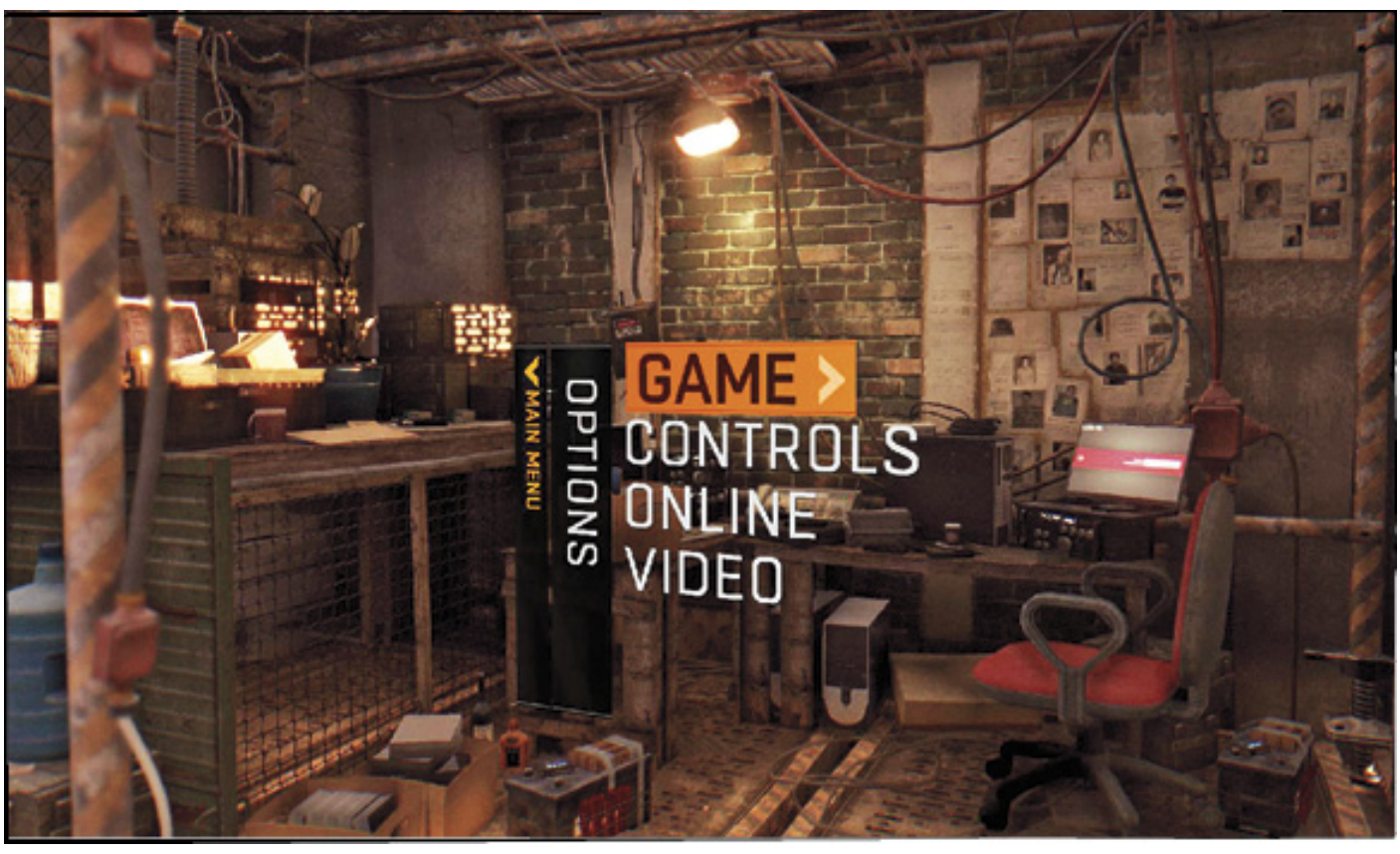
Menus and Options

THE MAIN MENU

Booting the game brings you to the Main menu. From here you can Play Campaign to start new games or load an existing game that you've been working on. "Continue" takes you into the most recent save file. "Options" takes you to a sub-menu with a variety of settings (we'll go over those in a moment). And finally, "Extras" is where you look at the Credits and your Personal Statistics. The latter has a huge amount of information across all of your playthroughs of Dying Light. Check it out whenever you're interested.

If you want, it's also possible to continue playing from a specific chapter that you've already reached. This is exciting if you want to return to a point in the game that you've already seen. It's ideal for showing the game off to friends, or for replaying content that you especially enjoyed.

OPTIONS



Go into the Options menu to change Game features, Controls, Online Options, and Video settings. Game options let you move around the sound settings, in-game tips, your crosshair, and so forth.

The Control section is very important. Make sure that the keys or buttons you're using are in your preferred positions. Change the sensitivity of your controller to get faster aiming, but dial it back if you start missing and having trouble with your aim in general.

Online Options let you decide whether you're going to play with other people. You can restrict your game to solo play, LAN users, friends, or open it up to the world. This is clearly a matter of personal preference, so just do whatever you like. Turn off Night Hunter Invasion if you don't want anyone to pop in and make your life difficult. Players can also set the frequency of dynamic competitions. Raise this if your group is really interested in these small games rather than exclusively working on the main story or side quests.

Check the Video settings last to make sure that your game is set up the way you like.

THE IN-GAME MENU

Once you've started playing, you have access to a different menu by pausing your game. From there, you can reload checkpoints, find other players through the matchmaking system, call up the Options menu, or quit.

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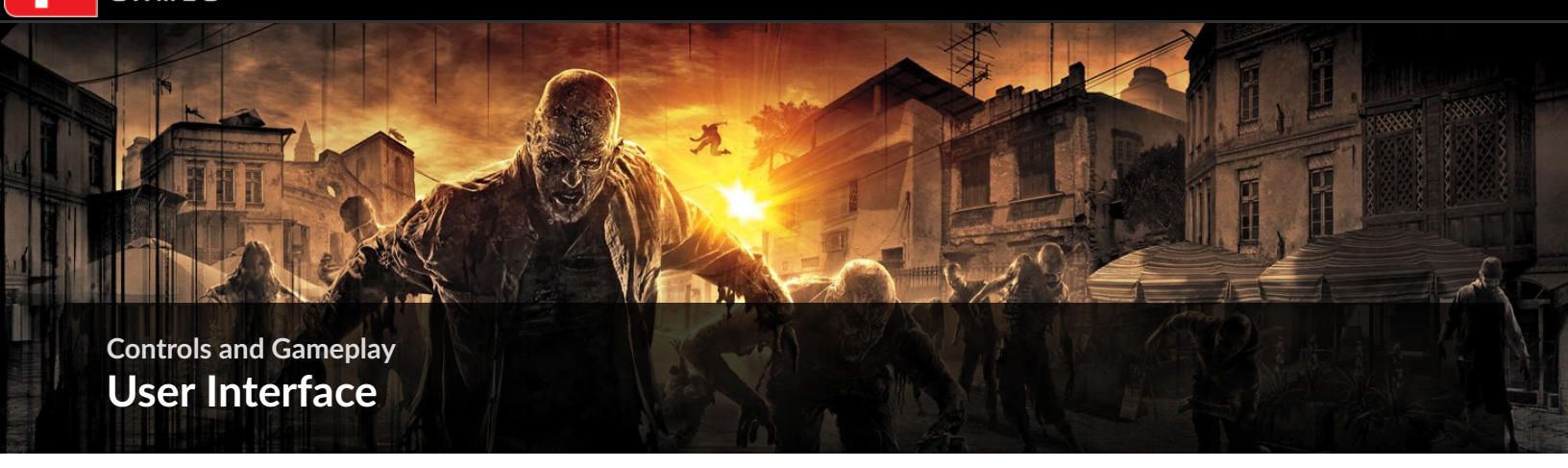


Controls and Gameplay

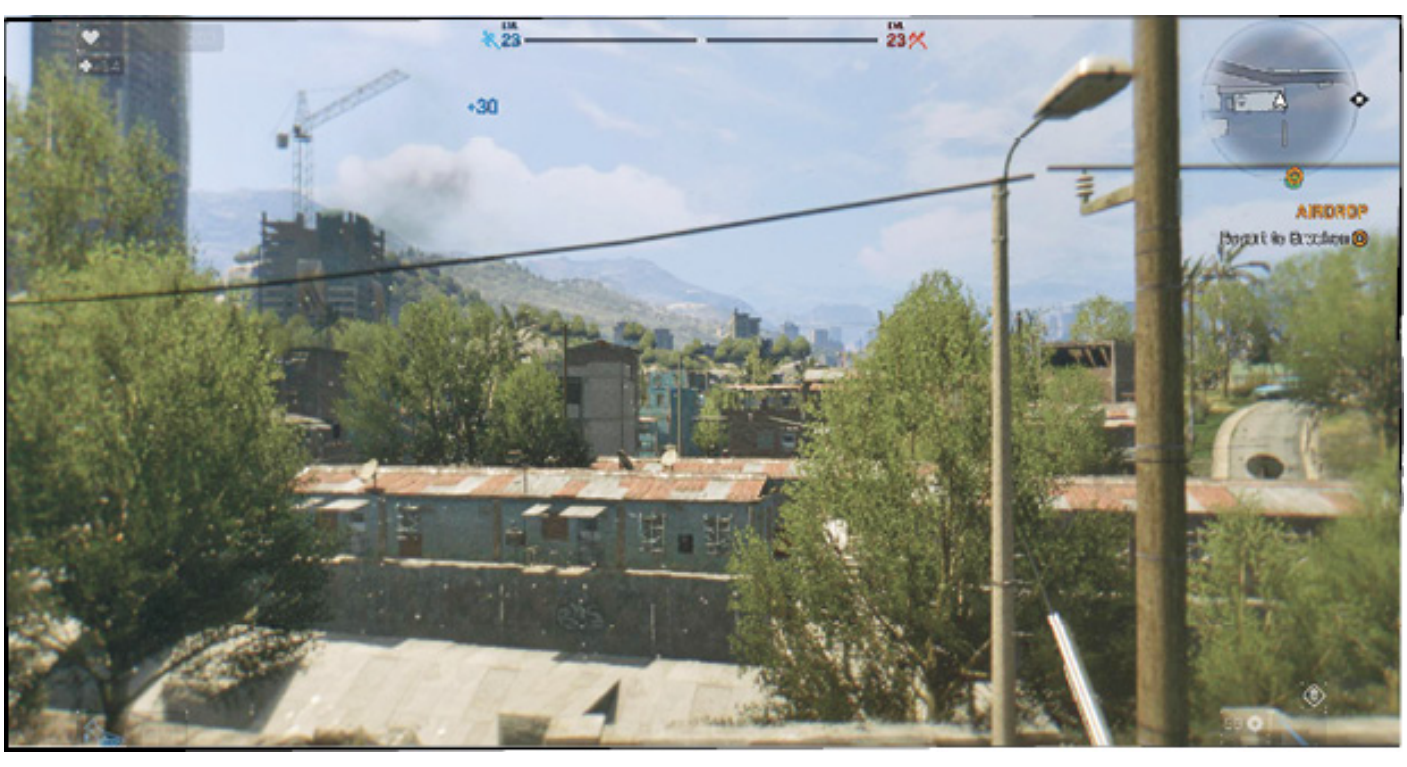
User Interface

Let's look at the screen when you're playing and explain what everything means. There is plenty of information available to you at all times..

HEALTH

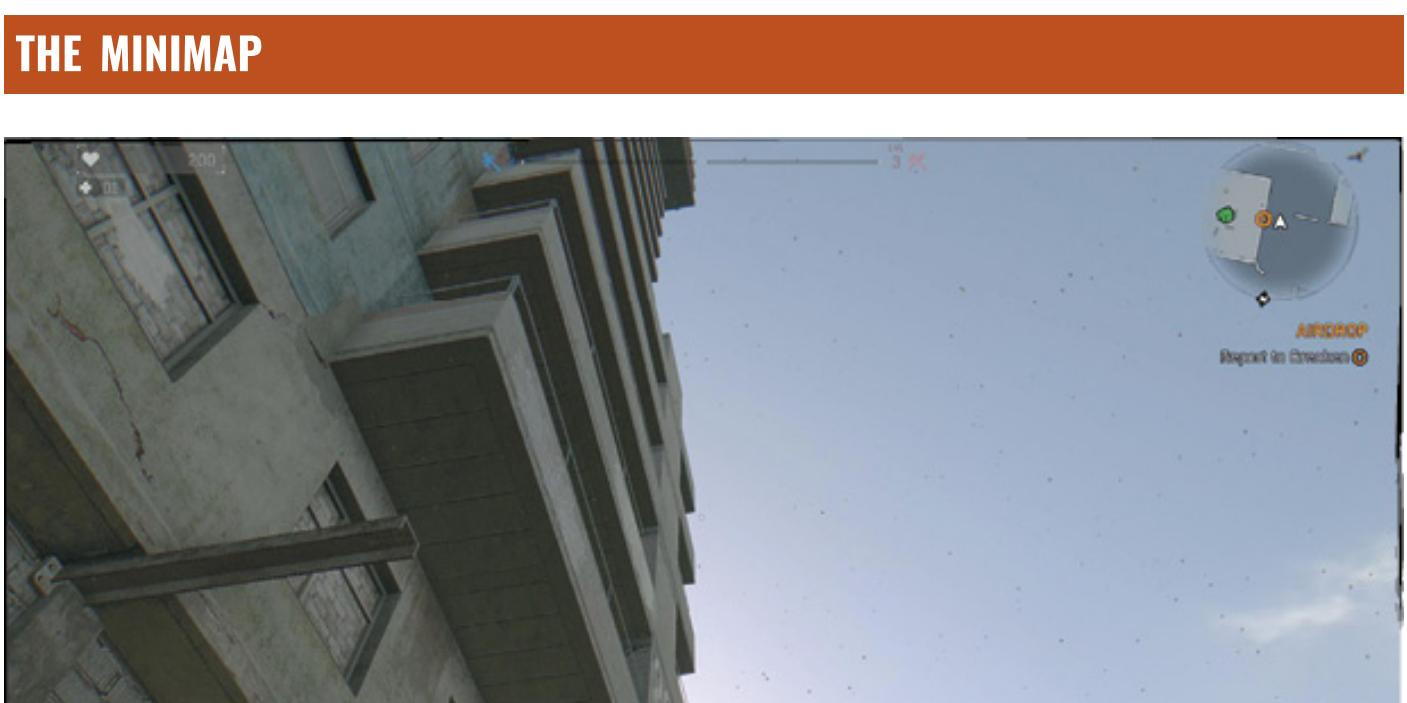
Your health and the number of Medkits that you're carrying are shown in the upper-left. Health normally runs between 100 (full health) and 0 (you just died). But, you can get improvements to your character over the course of the game to increase your maximum health.

AGILITY AND POWER EXPERIENCE



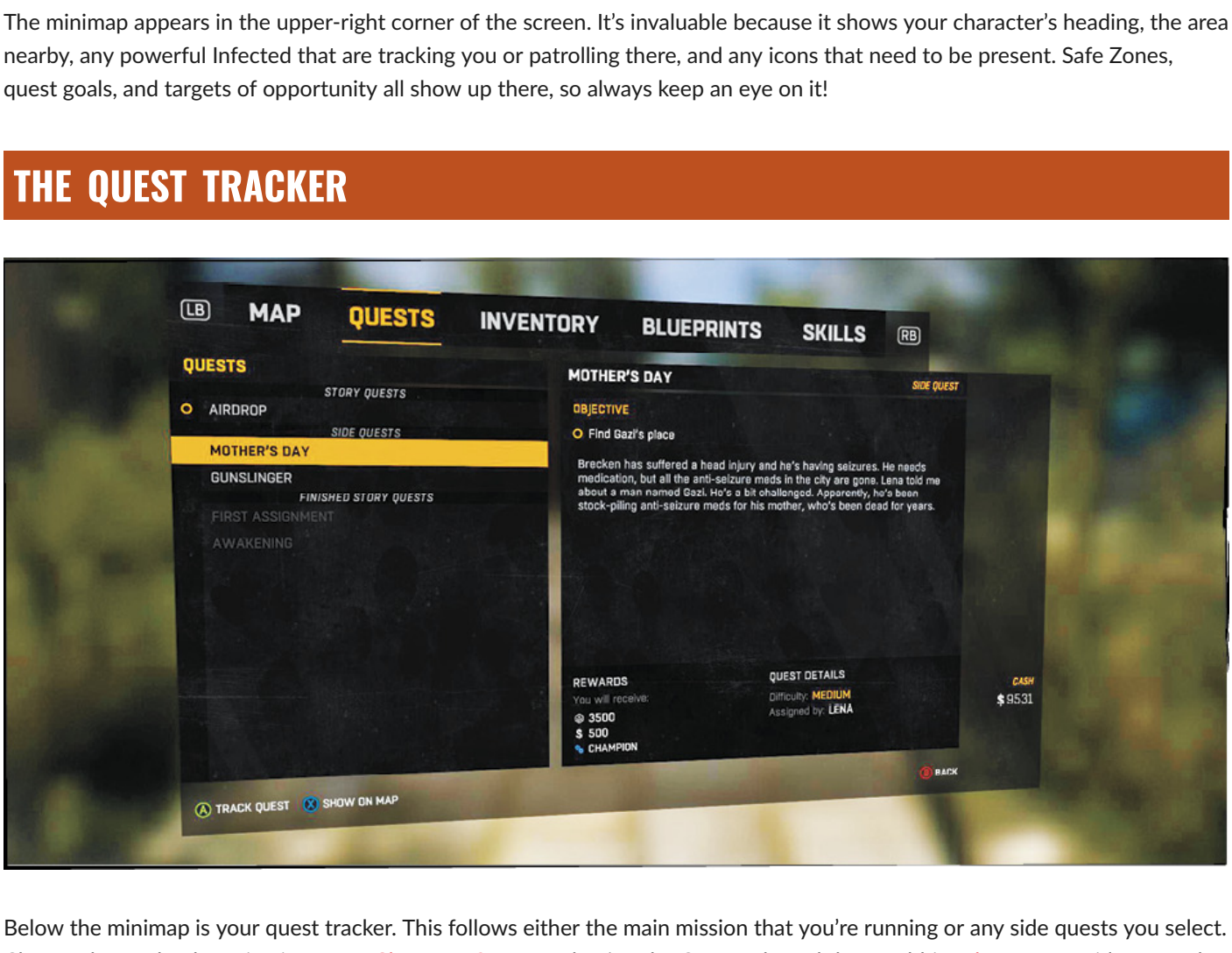
Your Experience is displayed in the top-center portion of the screen. Your Agility XP appears in blue and your Power XP is red. These systems help you become faster and more maneuverable (Agility) and deadlier against your enemies (Power). We'll explain how you get XP just a bit later.

THE MINIMAP



The minimap appears in the upper-right corner of the screen. It's invaluable because it shows your character's heading, the area nearby, any powerful Infected that are tracking you or patrolling there, and any icons that need to be present. Safe Zones, quest goals, and targets of opportunity all show up there, so always keep an eye on it!

THE QUEST TRACKER



Below the minimap is your quest tracker. This follows either the main mission that you're running or any side quests you select. Change the tracker by going into your Character Screen, selecting the Quest tab, and then grabbing the story or side quest that you want to follow.

WEAPON INFORMATION

The lower-right is where you see your equipped weapon icon. It gives you a fast way to determine what you're wielding and how badly damaged it is. If the icon turns red, it's really time to repair your weapon before it breaks. The square around your weapon starts off full, but empties as you lose Durability on that item. This saves you from having to enter the Character Screen just to determine the condition of your weapons.

Melee weapons also show the amount of Metal Parts you're carrying (for repairs), and the number of times you can still repair your current weapon. This prevents you from having something become worthless in the middle of a huge battle. Once your gear gets close to the end of its final repair, switch it out while you're in a safe place.

EQUIPMENT INFORMATION

The lower-left has an icon for the equipment that you're currently using. Thrown weapons, distractions, and various augmentations appear there. You can see the number of items for the type you're carrying. This avoids situations where you think that you can rely on something, but then suddenly run out and get a tiny bit eaten.

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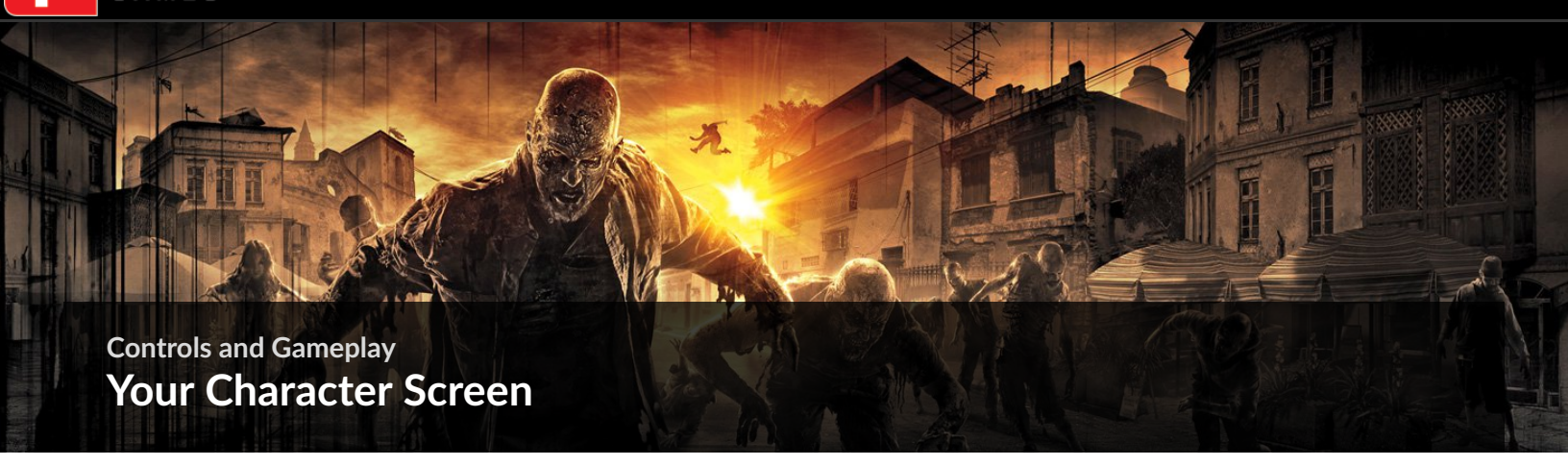
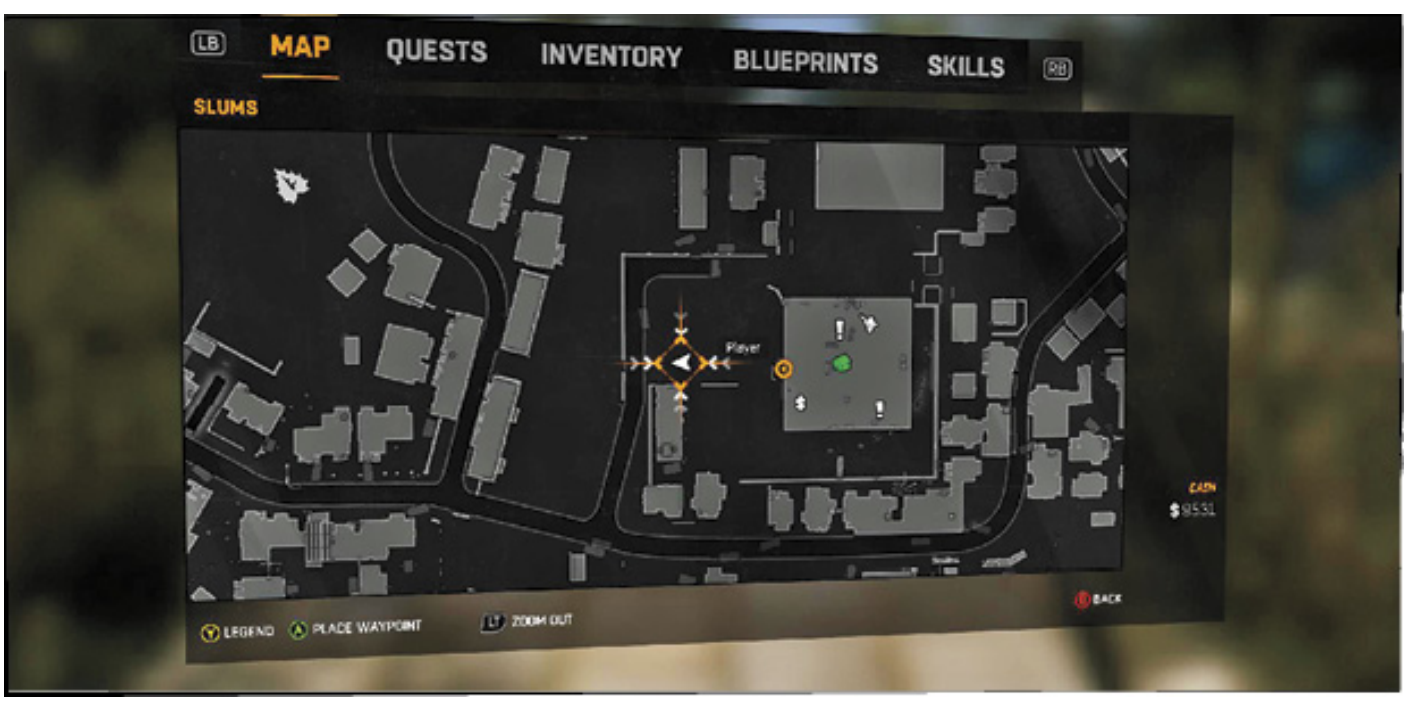


Controls and Gameplay

Your Character Screen

The Character screen pauses the game. There are many important tabs here that let you develop your character and see where you're going.

THE MAP



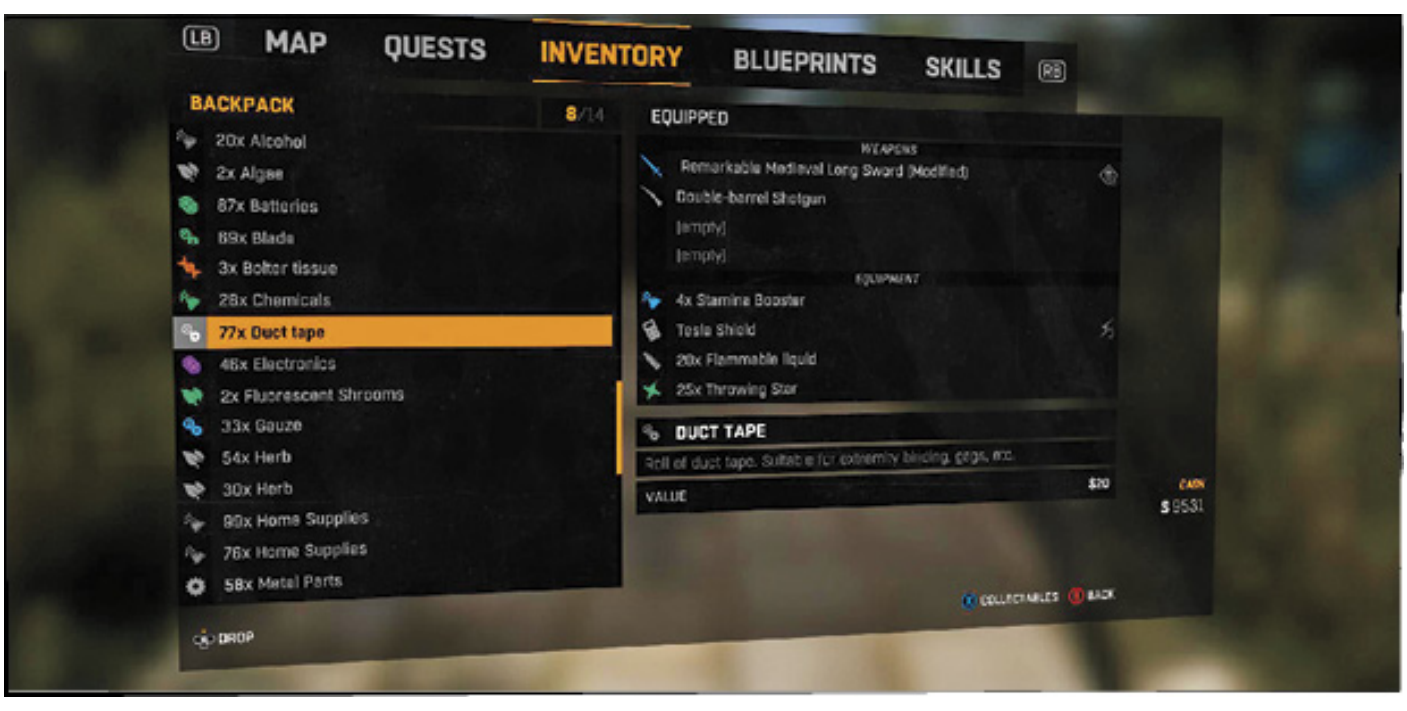
The first tab is your larger map. This isn't just a larger version of the minimap; there are several things you can do here that are quite helpful. Zoom out to look over the whole city, and highlight locations if you'd like to place custom waypoint markers on them. This really helps when you're trying to reach a specific place that isn't shown as a quest goal.

You can also look over the various icons, bring up the legend if you don't know what something means, and see what's available to do. Quests and challenges show up quite well here, so you don't need to track them down by wandering all over the city. Simply place a waypoint on them, go where you need to go, and start the event that you want to try out.

QUESTS

Information about story quests, side quests, and challenges are located here. Select a specific item to see more about it or read about what you've already done on that task. Switch your quest tracking around if you're interested in pursuing one thing over the others. This brings it up on your main screen and sets the waypoints on your map so that you always know where to go next.

INVENTORY

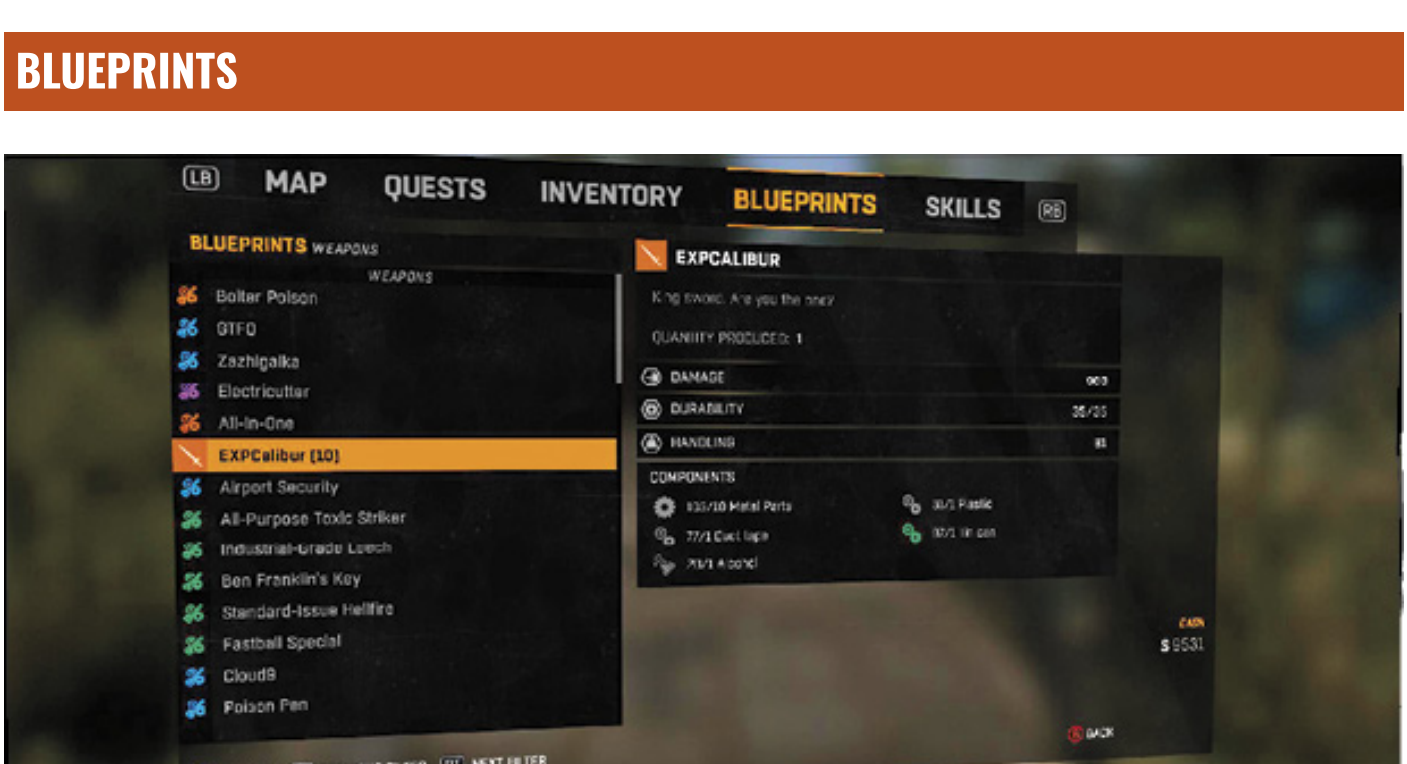


Your backpack, weapons, and equipment appear in this tab. Move items between your backpack and equipped areas to access these weapons and items on the fly while running around the city.

To learn more about each item, highlight it and review the stats that are displayed in the lower-right. From there, you can also Dismantle weapons (for spare parts), upgrade them to improve their stats, or drop the items entirely if you need the room and don't care about losing some potential cash for selling them.

Your backpack starts off fairly small, but a couple of upgrades in the Survivor XP line earn you considerably more slots.

BLUEPRINTS



This tab is where you do your crafting! Look through your available Blueprints to see what you know how to make, and then decide if you're willing to spend the components to make it all happen. When highlighting a Blueprint, you see everything that's required to make the item, so it's always really clear what you still must gather.

Crafting doesn't require in-game time, so you can pause the game, make the items that you need, and then use them to survive whatever fight you've gotten yourself into.

You start the game with very few Blueprints, but these roll in over time as you gain skills that provide Blueprints and search the city for additional ones that are hidden!

SKILLS

Last, but not least, is the Skills tab. This is a fun section because it's where you spend your skill points. We mentioned Agility and Power XP earlier, and that is a major part of this tab. Three areas of experience are tracked on this screen: Survivor, Agility, and Power. You get experience for these by helping other survivors, zipping around the city, and fighting your enemies.

When you earn enough experience to level up, your character gets a skill point in the appropriate area. Thus, if you fight all the time, you can increase your Power quickly. Players who help others as often as possible earn more Survivor XP. There's also a bonus each time you survive until morning, so each dawn is a reward unto itself.

Agility is the hardest type of XP to earn early in the game. You must freerun well to build it up. However, this becomes much easier once you start to develop special moves like Vault, Tackle, and Dropkick. These actions earn you serious amounts of Agility XP, and they're fun to do. Combine that with evading night Pursuits and using traps to start leveling like a fiend!

Select the individual types of advancement to see their skill trees. Each one has different perks that reward you for leveling up. Take the skills that are most exciting to you and watch your character become even better over time. These skills are discussed in greater detail at the end of this chapter.

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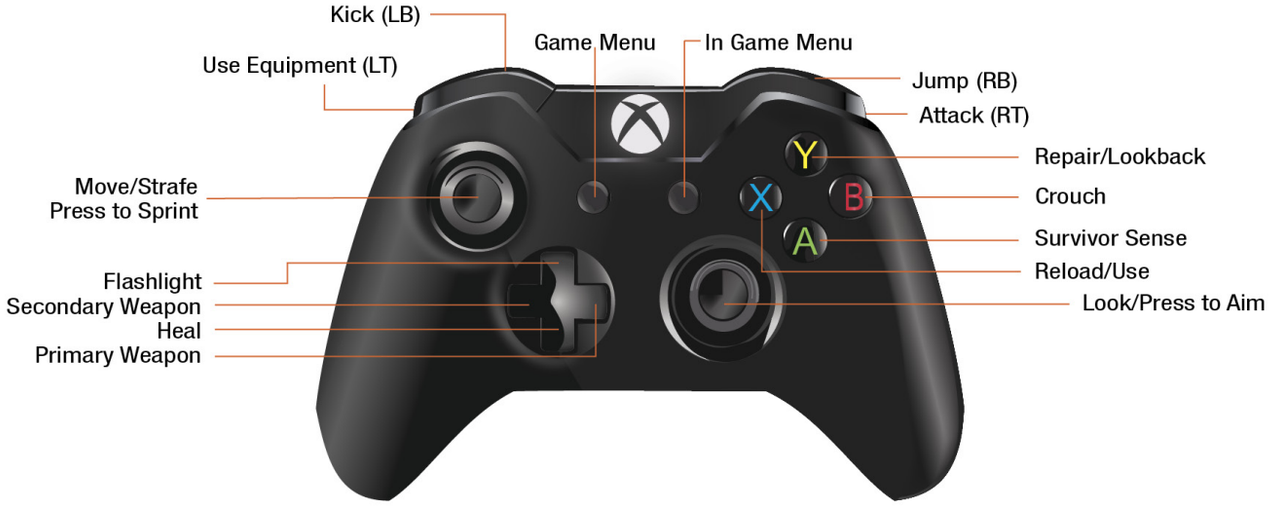
Controls and Gameplay

Controls

PS4

XBOX ONE



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Controls and Gameplay

Gameplay Features

Let's go into the major game features in Dying Light. These are the systems that let you run, fight, escape, craft, collect, and have fun around Harran. The more you learn about them, the sooner you can start doing crazy and awesome stuff.

FREERUNNING

Freerunning is the ability to get around Harran without using pedestrian creations things like stairs and elevators. Kyle is a fit man with extensive training, so he can run, jump, pull himself over cliffs, fall a fair distance, and survive almost all of the above unless you make serious mistakes.

Use sprint and your jump commands to get around quickly. Sprint lets you move at high speed for a fair distance before running out of Fitness. Jumping lets you get up onto things, cling to objects, climb, and do most of your general freerunning abilities. It's a versatile command that takes a few minutes to learn but has incredible depth.

Practice your freerunning throughout the early game. See what you can climb up, hang onto, and survive. Kyle can jump off of objects while hanging to them, so he has quite a few ways to get around even when it looks like there isn't anything above him to grab. Always look up and in every direction before you decide that you can't make it somewhere.

Tap the Freerunning button to jump. Hold it down during a jump to cling to whatever you land on. To let the game know that you're trying to go up, simply raise the camera angle. This encourages Kyle to grab onto objects above him.

Prepare this ahead of time if you need to make a hasty escape. Look at the top of a wall while approaching it, and then jump and cling so that Kyle leaps, grabs the wall, and pulls himself up.

Early on, you gain a Dodge skill that's also controlled with the Freerunning button. Tap it while moving left, right, or backward to quickly hop in that direction. This is a major way to avoid damage during combat!

COMBAT

Speaking of fighting, let's go over the general combat systems. Kyle can use hand-to-hand techniques, melee weapons, and ranged weapons to fight his enemies. Barehanded attacks are almost worthless, but kicking can be very effective. Kick enemies to delay them and throw them off balance, then follow up with heavier attacks.

As you level up, Power skills provide many more maneuvers that wound or kill your targets even if you don't want to use a weapon. Look through the Power skills to get an idea of what's available.

MELEE WEAPONS

The most common fighting method is to wield a melee weapon against your target. Crowbars, Baseball Bats, Hammers, and other simple items are common at first, but you eventually find true weapons like larger Axes and Swords. Go into your Inventory screen to control the four weapons you have equipped, then determine which one you're currently wielding.

The position of your cursor determines where you're going to swing your weapon. Aim him to attack enemies' heads. This is very effective with almost any weapon, but it's especially good when you're using heavy, blunt objects.

Aim for legs to knock targets off of their feet, or go for the chest when you desperately need a hit and aren't worried about getting the fastest kills. Headshots are superior, but missing is never a good thing!

Most enemies take multiple hits to kill. Swing multiple times with your weapon until your target dies. You know enemies are dead when they fall to the ground AND are searchable. If they fall but can't be searched, they're still alive and kicking. Continue to attack them on the ground to finish them off before they get up again.

KEEP YOUR WEAPONS REPAIRED

Melee weapons break over time if you can't maintain their Durability. Use Metal Parts to repair weapons when they get into the red zone (as indicated in the lower-right corner of the screen).

FIREARMS

Guns make things easier for you, though you won't always have access to them (or enough ammunition). Keep firearms ready so that you can take ranged attacks against particularly nasty Infected. Don't kill generic Biters with bullets. Save these items for Goons, Demolishers, Volatiles, and other deadly opponents that are tougher to beat with melee weapons. Firearms are your best choice when battling aggressive survivors, because those enemies jump around, duck, deflect thrown weapons, and fight back well in melee. A shot to the head can end all of that.

Switch between different types of firearms to efficiently use all ammunition types. Try to find a Shotgun, Pistol, and Rifle so that every piece of ammo you find has a place in your arsenal! After Survivor Rank 9, shops begin to offer firearms. You can also search Harran emergency vehicles for a decent chance of finding these. They're usually locked, so bring some lockpicks and keep your eyes peeled when passing large groups of vehicles.

Headshots are always the best way to use firearms, so take the time to aim down your sights instead of firing blindly at your enemies. A moment of preparation often pays for itself by resulting in higher accuracy and way fewer misses. That's how you make every bullet count.

THROWN WEAPONS

Thrown weapons won't usually do as much damage as a firearm, but they're a good way to ensure that you have ranged potential in a variety of situations. In addition, these tools don't go into your weapon's slots. Instead, they're treated as tools (which have four slots of their own). You can be in the middle of wielding a melee weapon and still have Throwing Stars, Throwing Knives, or other thrown weapons at your disposal. This makes them fast to use because you don't have to switch to a new weapon.

Treat thrown weapons as a way to damage, distract, and sometimes kill targets that are getting too dangerous to obliterate with your general melee attacks. Use them when there are slow enemies at range, too many targets to handle, or when you really need to wound something and slow it down.

TRAPS AND OBSTACLES

The city is filled with barricades and traps that were erected by survivors who were trying to hold back the Infected. As sad as it is to think, some of those survivors are probably the very undead wandering the streets right now. There isn't anything you can do about that, so just enjoy the fact that the traps are there, and learn how to use them to their fullest!

TRAPS

Some traps require zero expertise. Spikes are a good example of this. Kick or use Power attacks to push enemies into Spikes. This does a huge amount of damage and gets you more XP than you'd normally get for a simple kill.

Early in the story, you're given an Activator to handle traps in Harran. Use this to activate Light Traps that distract local Infected with a burst of sound and light. Though not terribly deadly unless you have explosives ready, this is helpful for escaping your enemies.

Electric Fences aren't usable until you get a skill from the Survivor line. They stun and damage anything that gets close to them.

Exploding Cars are some of the best traps in the city. Activate them on your way past, and get to a safe distance. Infected rush to the car alarm that sounds, and then are all killed or severely injured when the car explodes. This earns you a pile of Agility and Power XP.

OBSTACLES

Fences, crawlspaces, and barricades block many of the less mobile Infected from getting around Harran. Don't let these things deter you. Look for fences that are climbable (any that are low and don't have barbed wire) and pull yourself over them.

You can also slide underneath holes without missing a beat. This lets you get away from Infected that require more time to get around or figure out how to chase you through the opening. If you don't learn Slide, you'll have to slow down and crabwalk through holes, which could be a deadly delay.

The more mobile Kyle becomes, the easier it is to fight on your own terms. Attack weaker groups of enemies, but flee if anything too dangerous comes your way. When that happens, divide the groups of enemies by climbing where few of them can follow, or running faster than they can pursue. Kill the few that are able to keep up, and then you're back on your own.

DAY AND NIGHT

Enter your character screen to check the time (it's over on the right). Keep track of this throughout the day so that you aren't surprised when evening falls. The rules of Harran

change quickly once it gets really dark. Volatiles and Bolters come out at night, and it's also easier to run into ambushes or have Virals come out of nowhere.

To avoid this entirely, get to a Safe Zone with a bed and rest when dusk approaches. Explore only during the day until you're really comfortable with the game, as well as your weapons and tactics.

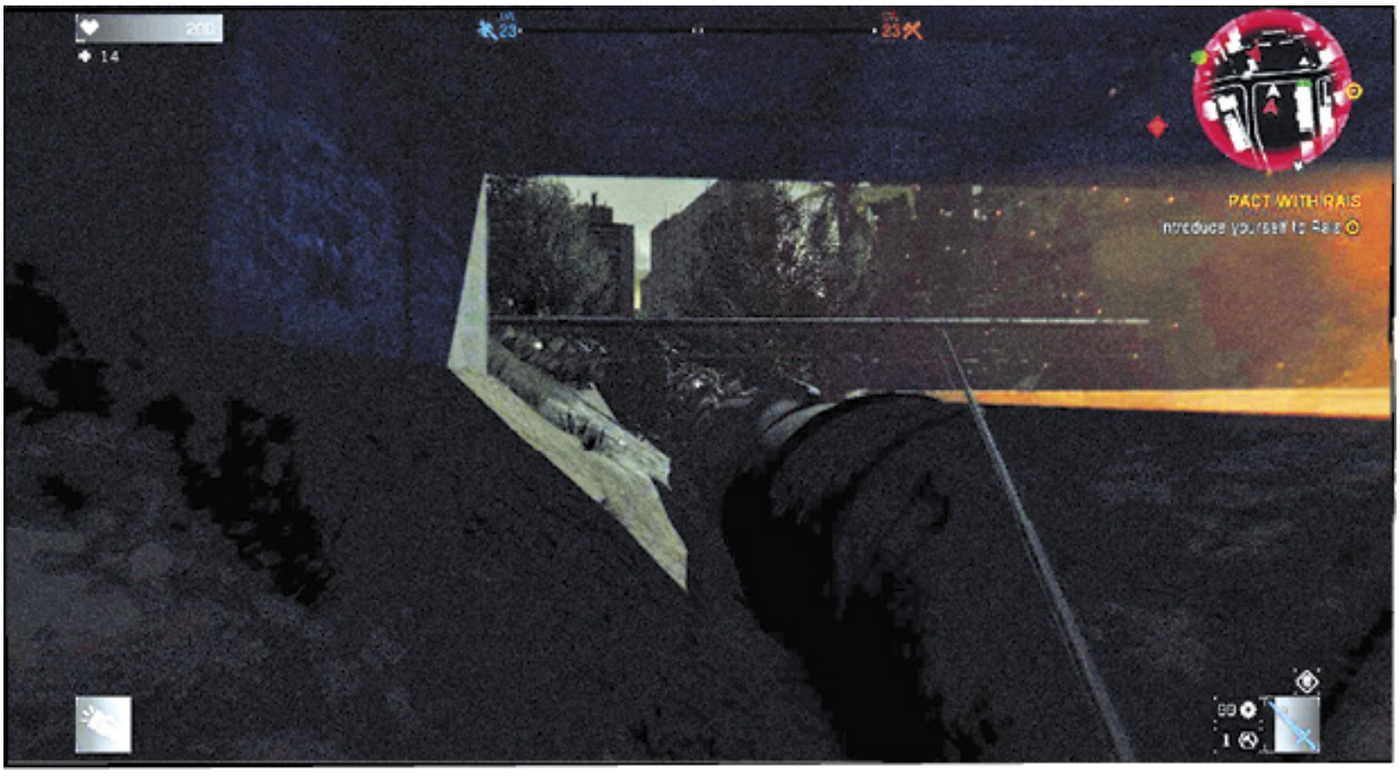
Also, read through our Bestiary to learn about the difference between the various Infected. The more you know about each enemy, the easier it is to survive at night and get away from trouble.

LIGHT AND SHADOW

Your Flashlight is always available to prevent total darkness from being an issue. Infected are going to spot it and come after you, but at least you won't be running blind. If you'd prefer total stealth, turn your light off and creep slowly through the streets. This is nerve-wracking, but it's also pretty darn exciting.

Eventually, you'll learn how to craft potions that give Kyle night vision. In the meantime, use either stealth and guts or lights and speed to survive the evening hours until you get somewhere safe.

THE MINIMAP



The minimap is your best friend at night. It shows the location of Virals and Volatiles (two of the most deadly hunters during that time). Avoid their cones of detection to avoid getting chased by them. If either type of those Infected spots you, they'll fearlessly and ferociously pursue Kyle. All hopes of stealth end if that happens. Run for your life! More and more Infected join the hunt as they hear the Pursuit begin. Use speed, traps, and your best maneuvers to make it out of there.

PURSUITS

This brings us to Pursuits. Being chased at night isn't the same as a chase during the day. Until you evade all of your enemies, the horde behind you calls more and more reinforcements from the night. Things are only going to get worse for you.

A meter appears in the upper-right corner of the screen. The more pips that fill, the worse your Pursuit is becoming. Though this can be extremely dangerous, it's also a great way to have fun and get experience. Practice your ultimate freerunning techniques, and use traps around Harran to kill the horde.

Exploding Cars are the best way to end Pursuits. Watch your minimap for the green saw-like symbol that indicates an armed trap. Head directly toward those and use them to delay or kill attackers.

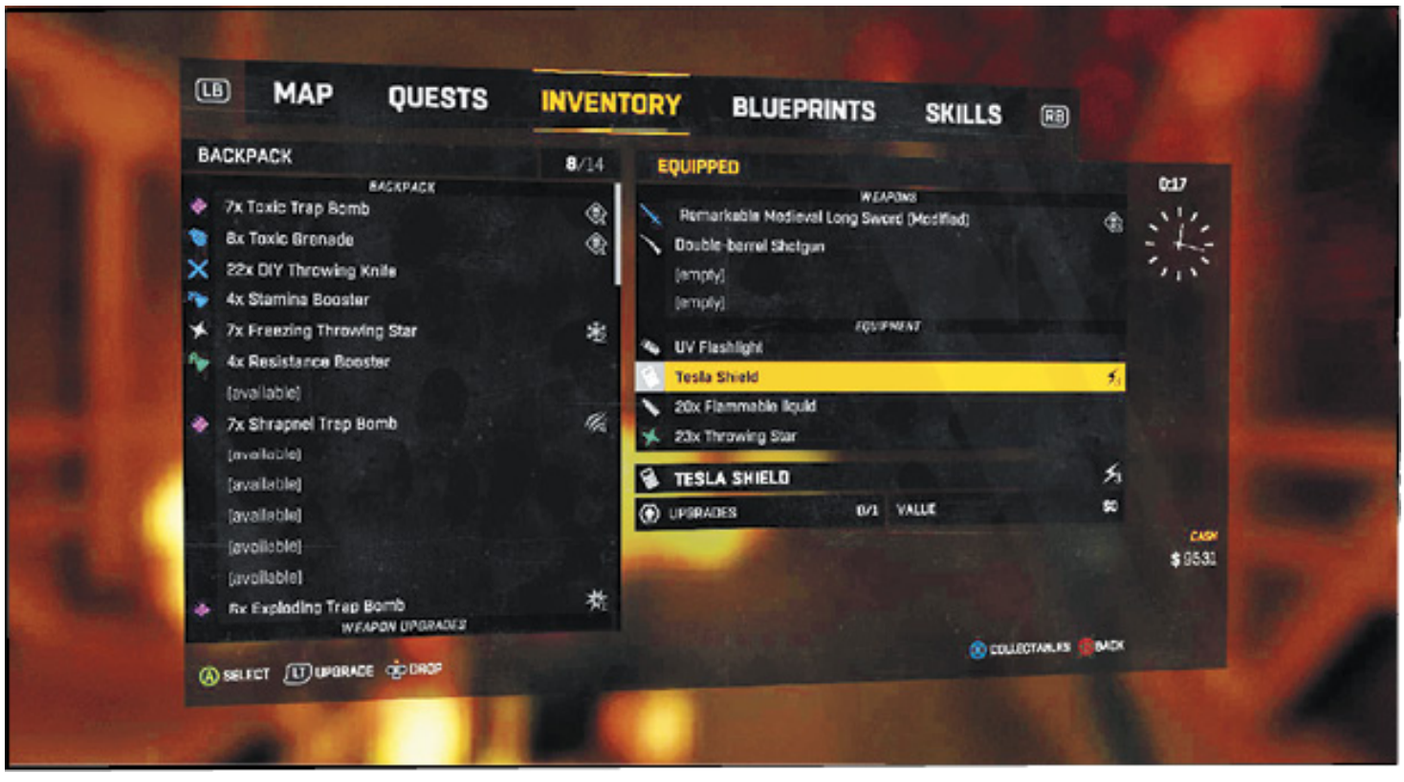
When that's not an option, use Firecrackers to distract your hunters. They take a moment to go after the Firecrackers, leaving you free to run and break their line of sight. Use this multiple times in a row if necessary until you get so far away from the horde that they won't find you again. Deep water and Safe Zones end Pursuits, too—if you're lucky enough to make it to either location.

While running, use Agility skills like Vault and Tackle to get over or through enemies. This way, you don't have to fight them or take damage while moving past the adversaries. The central Agility skills also let you run longer without running out of Fitness, and that's essential when you don't want to get caught and killed.

Another way to extend your run is to use Lookback, a skill that lets you turn around while still running forward. Use this to see what's behind you and deploy thrown weapons, explosives, or UV Flashlights to kill or blind your enemies.

Intentionally starting Pursuits is a viable way to powerlevel your XP and prove how truly hardcore Kyle can be. Don't be afraid to try this; it's one of the most enjoyable hobbies in Harran (if you're a little crazy).

YOUR INVENTORY



Items that you pick up automatically go into your Inventory. Enter the Character screen to check out what you have, and to move items between your backpack and active weapon/equipment slots. Each of your weapons and equipped items can be selected on the fly, so you have constant choices when you're out in the field.

Components, upgrades, and valuables won't take up space in your backpack. Instead, your limited Inventory consists of your weapons and equipment. Fill up your four weapon and tool slots (because that leaves your backpack free to handle everything else you have). Then, upgrade your Inventory slots as you gain Survivor XP to get up to 10 more slots later on.

GAINING EXPERIENCE

You gain three types of experience as you play. Help other survivors and complete quests to gain Survivor XP. This earns you skill points that aid in using traps, crafting, or making money. These are all generally useful skills. To raise Survivor XP as quickly as possible, take on every challenge or side quest you find, and always help people who appear on the map as targets of opportunity.

Agility XP is gained from climbing, jumping, and using special maneuvers. Pick up skills like Vault or Ram so that you can skirt around the Infected without always engaging them. Agility lets you run far, recover from extreme damage, survive falls, and remain mobile.

Raise Agility XP by taking extreme routes through the city and by going through Pursuits at night.

Power XP comes in when you damage or kill enemies. It's the most intuitive type of experience to gain, because you only need to find and attack enemies to get it. The more you fight, the faster you gain Power levels.

Power skills help improve your health, hit harder, and disable your enemies. Fight large groups of targets to raise Power XP as quickly as possible.

SCAVENGING

Scavenging is the process of looking for components as you loot the many buildings around the city. Search chests, lockers, baskets, medicine cabinets, and everything else that you can get your hands on. Pick up all of the components that you find and use them to craft new weapons, upgrades, and equipment for yourself.

Use your Survivor Sense to detect components and containers so that you know where to look. Hold down your Survivor Sense button until the small blips appear on your screen, then track each one down to find every item near your character. Components don't fill up your backpack, so there's never a downside to collecting.

LOCKPICKING

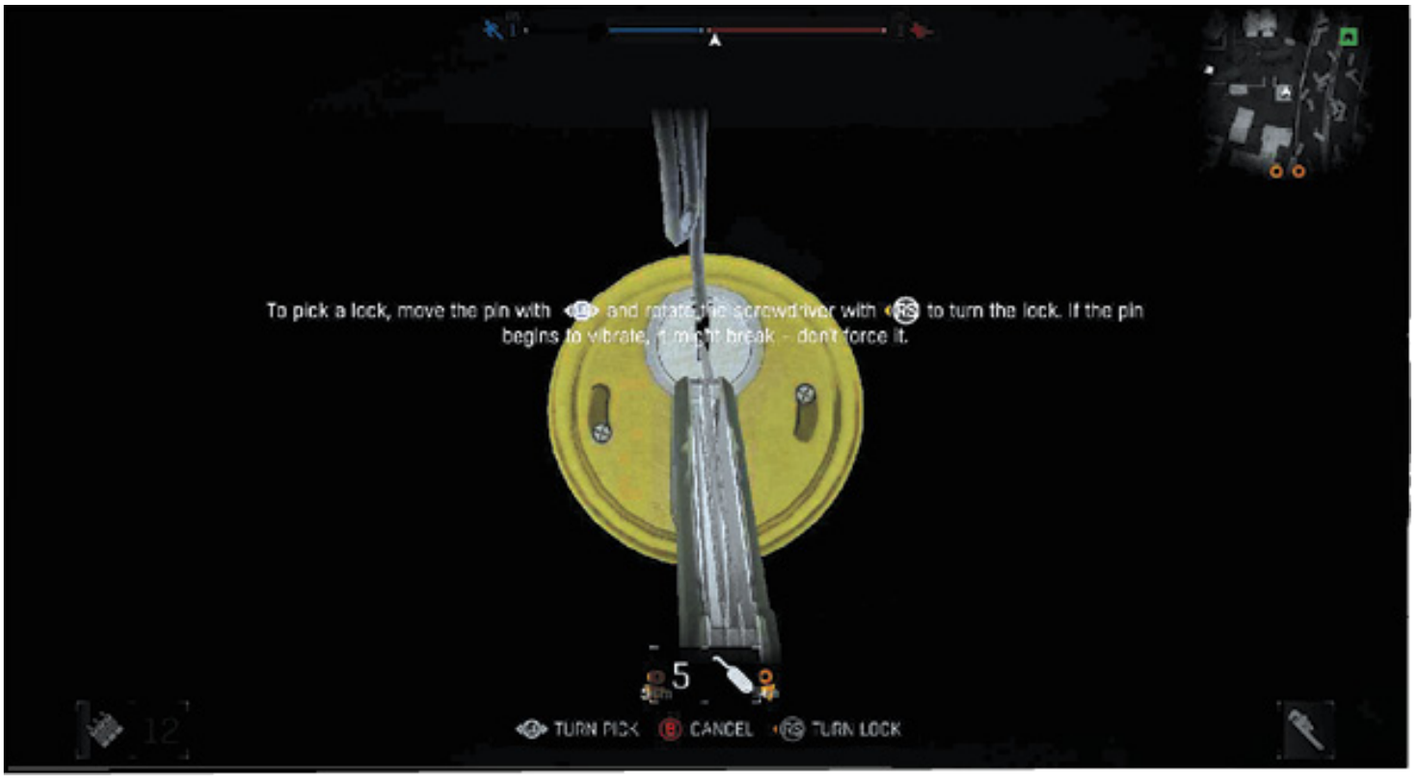
Locked areas are usually the best places for scavenging. Bring Lockpicks with you every time you enter the city. Craft more with Metal Parts if necessary, and talk to Quartermasters each day (because they usually have free ones to spare).

The Lockpicking minigame isn't too hard. Use one control to move the pick left or right, and the movement control turn the tumbler. If you hit a snag, release the pressure on the pick and try a different position.

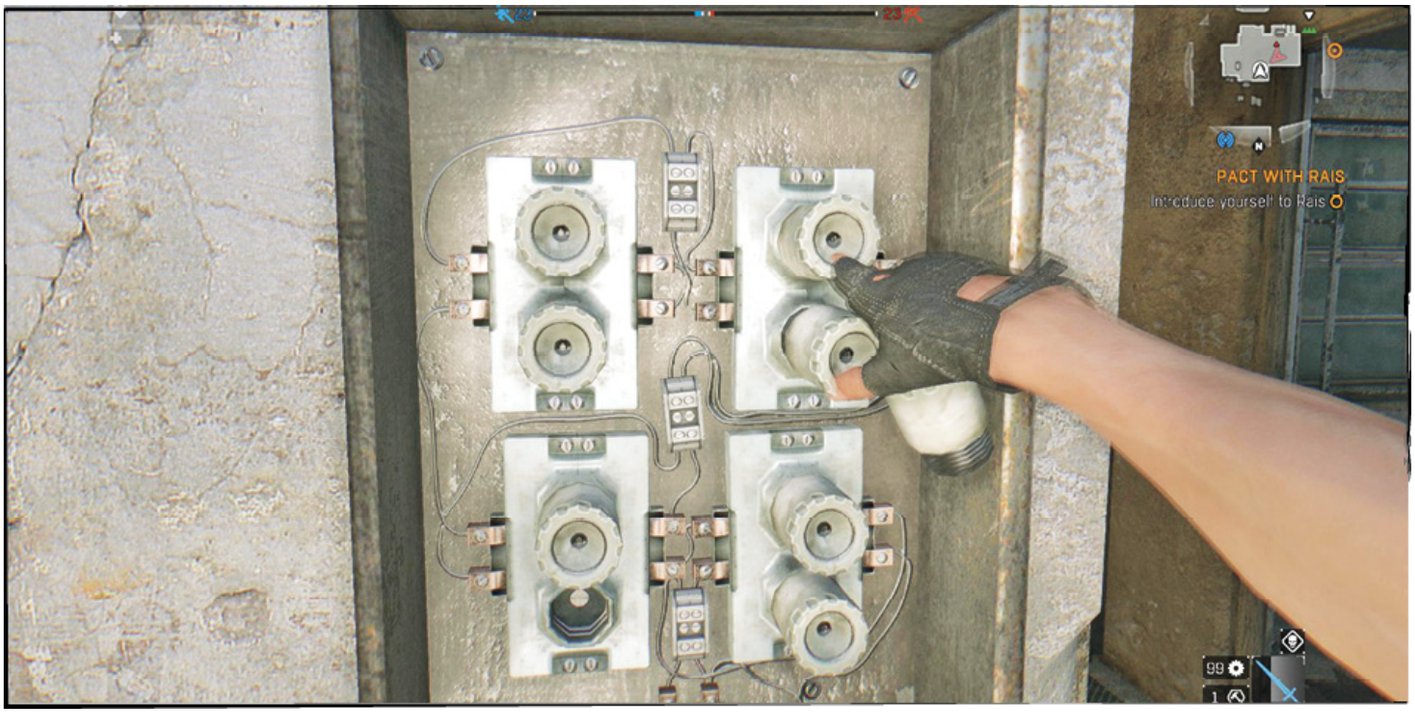
If you can almost get the tumbler to turn, then you know that the pick is almost in the correct position. Make small adjustments to move it closer and closer to the perfect spot, and keep trying to turn until you meet resistance.

Picks eventually break when too much pressure is placed on them in the wrong position. Note that this doesn't change the tumbler's orientation. That means every position you've already ruled out is still not going to work. And if you were close to finding the perfect spot, then start where your pick broke and continue from there.

Lockpicking has several difficulty levels. These determine how quickly your pick breaks, and how small the window of success is for that perfect spot. The more you practice, the easier it becomes to gently ease off on your pick to avoid snapping it. Eventually, even the Very Hard doors become simple with one or two Lockpicks in your backpack.



SAFE ZONES

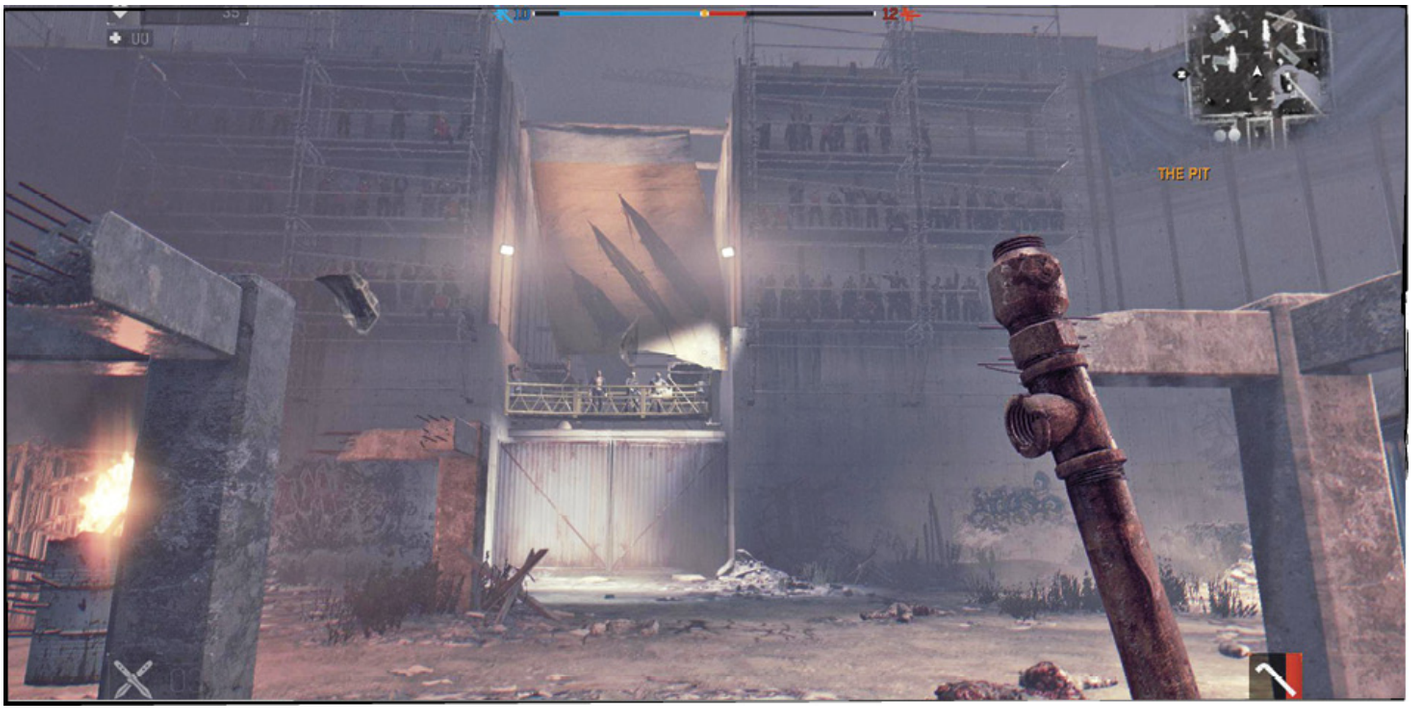


Safe Zones are marked as little houses on your map, though they might be buildings of almost any sort. Most of these start off red, meaning that they're not safe at all yet! You must clear out any Infected and secure the area before the Safe Zone turns green and becomes viable.

To secure a Safe Zone, go to that location on your map and see which local objectives appear. Infected that turn red on your minimap must be killed. Circles note locations where you have to do something else, such as close a gate, turn on electricity, or push a barricade into position.

Do all of these chores to unlock the Safe Zone. This makes the spot a respawning area for you if you die anywhere nearby. It's also now a place to avoid Pursuits or rest until evening or dawn in a nice, comfy bed.

HEALTH



Health is a reflection of Kyle's life and ability to survive. If it drops to zero, he dies and returns to the nearest Checkpoint or Safe Zone. Use skills in the Survivor or Power lines to raise your maximum Health (up to 200 if you get everything)!

Avoid losing Health by Dodging attacks, breaking out of grapples from Biters and other Infected, and by dropping safely from higher locations. Fire, toxic gas, aggressive survivors, and your own explosions can also cause massive damage to Kyle. Stay alert, even outside of battle, and watch out for any threats.

STAMINA

Stamina is a measure of your combat potential. It appears as an orange bar in the middle of the screen when you swing your weapons. If it depletes, the bar turns grey. This reduces the speed and strength of your melee attacks until the bar fully recharges. Dodge away or run to safety while this happens to avoid remaining in combat without the ability to protect yourself.

The Power line of skills raises your Stamina, making it much easier to engage in extended combat sessions. Some potions also help with this. Another way to last longer is to look for weapons that don't cost as much Stamina to wield. Generally, heavier weapons require greater Stamina and should be avoided unless you're fighting larger or slower Infected. They're usually a waste of Stamina against anything that can evade quickly.

FITNESS

There's a difference between Stamina (the resource that lets you swing your weapons at full strength and speed) and Fitness, which slows down Crane's movement when he gets out of breath. Think of Stamina as your combat endurance, and Fitness as your freerunning endurance.

Listen to Crane's breathing to determine how your Fitness is dropping. If you can't hear your breath, everything is going just fine. Once Crane's breathing becomes labored, he slows down for several seconds. As soon as he catches his breath, you can start sprinting again like nothing happened. He's a pretty fit guy.

Using Stamina will NOT impair your Fitness, and vice versa. Thus, you can sprint out of danger even if you're totally out of Stamina. Or, you can fight hard and make fast attacks even when you're winded from running. Switch up your actions to maximize both resources! The more freerunning skills you get from the Agility line, the better your Fitness becomes.

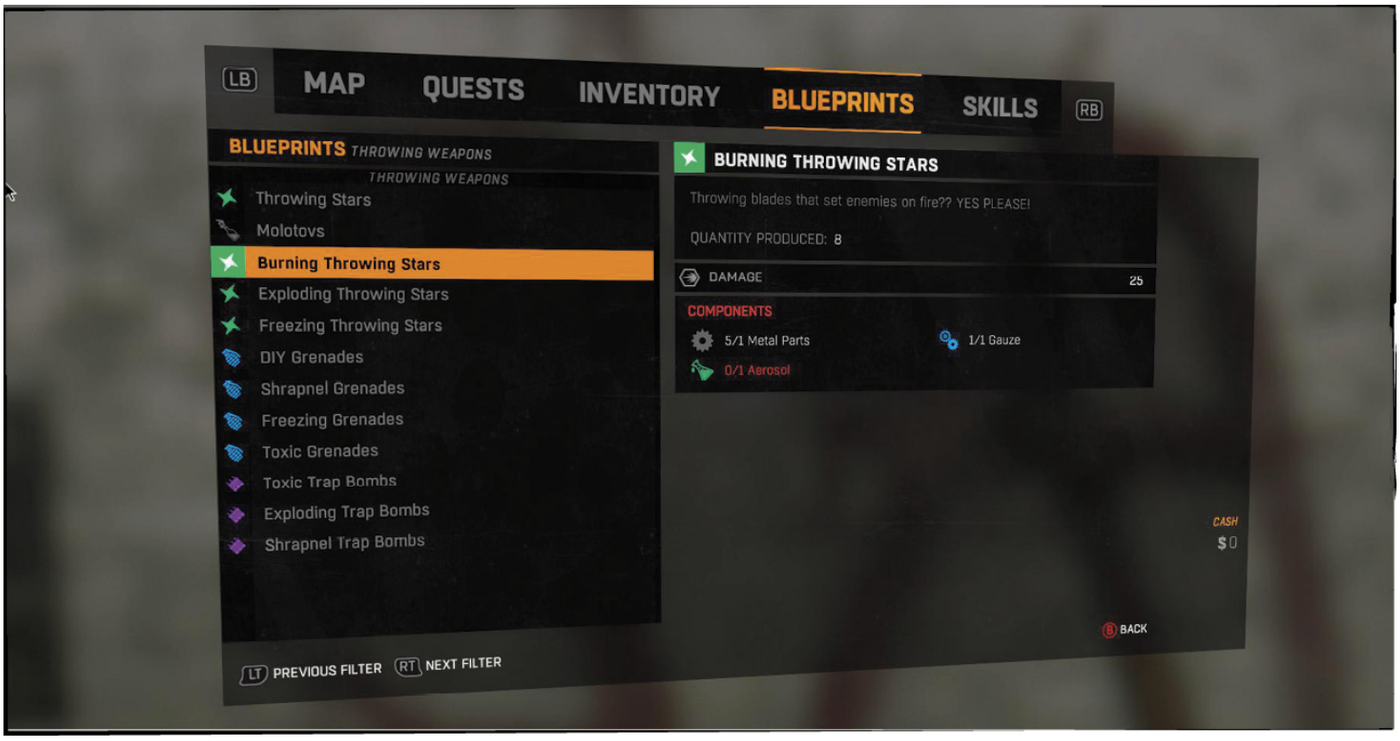
DEATH AND DISMEMBERMENT

You die if your health drops all the way to 0. Crane's natural health regeneration kicks in if your health is super low and you stay away from damage for a few seconds, but it regenerates only up to a modest threshold. This minimum health improves when you get more Agility ranks (the Health Regen skills control this). Otherwise, you need more Medkits to get Kyle back up to speed. Failing that, you're going to die. Falls, fire, toxic clouds, bites, impact, ranged weapons, and melee attacks all hurt you. Some attacks might even kill you if you have full health!

This is, surprisingly, not the end of the world. Dying Light can be a tough game, and death isn't supposed to take you out for long. There's a short revival timer, and then you pop back up at the most recent Checkpoint or Safe Zone. This is why it's very important to unlock Safe Zones as you explode Harran. The more you get, the smaller the consequences if your character gets killed.

You come back from death at maximum health. Any ammunition or items that you used during your final battle are gone, but all the experience you gathered is still yours! In other words, you aren't being taken back to your last save point. You're being given another chance.

CRAFTING



Crafting is a way to take scavenged components and turn them into weapons, upgrades, and tools. This is an extremely potent way to keep your character alive and equipped with the best possible gear. Crafting is covered fully in the Weapons and Equipment chapter so that you know where to find Blueprints and what components to gather once you're ready to make something.

COLLECTING

Notes, Battle Logs, Statues, Recordings, and Flags are hidden throughout the Slums and Old Town of Harran. Collect all of these to complete your Achievements/Trophies and to have fun. The Notes and Recordings provide extensive background information about the people of the city. These usually pop up in areas where you have quests.

Flags award Agility XP, so they help you build up your character. They're found high up in areas that are often difficult to reach. Battle Logs provide tips about fighting the undead and surviving in Harran. They're in a variety of buildings, all over the place. Statues are the toughest of all to collect. There are 100 of them! Fortunately, our Collectables chapter lists every location.

STORY QUESTS

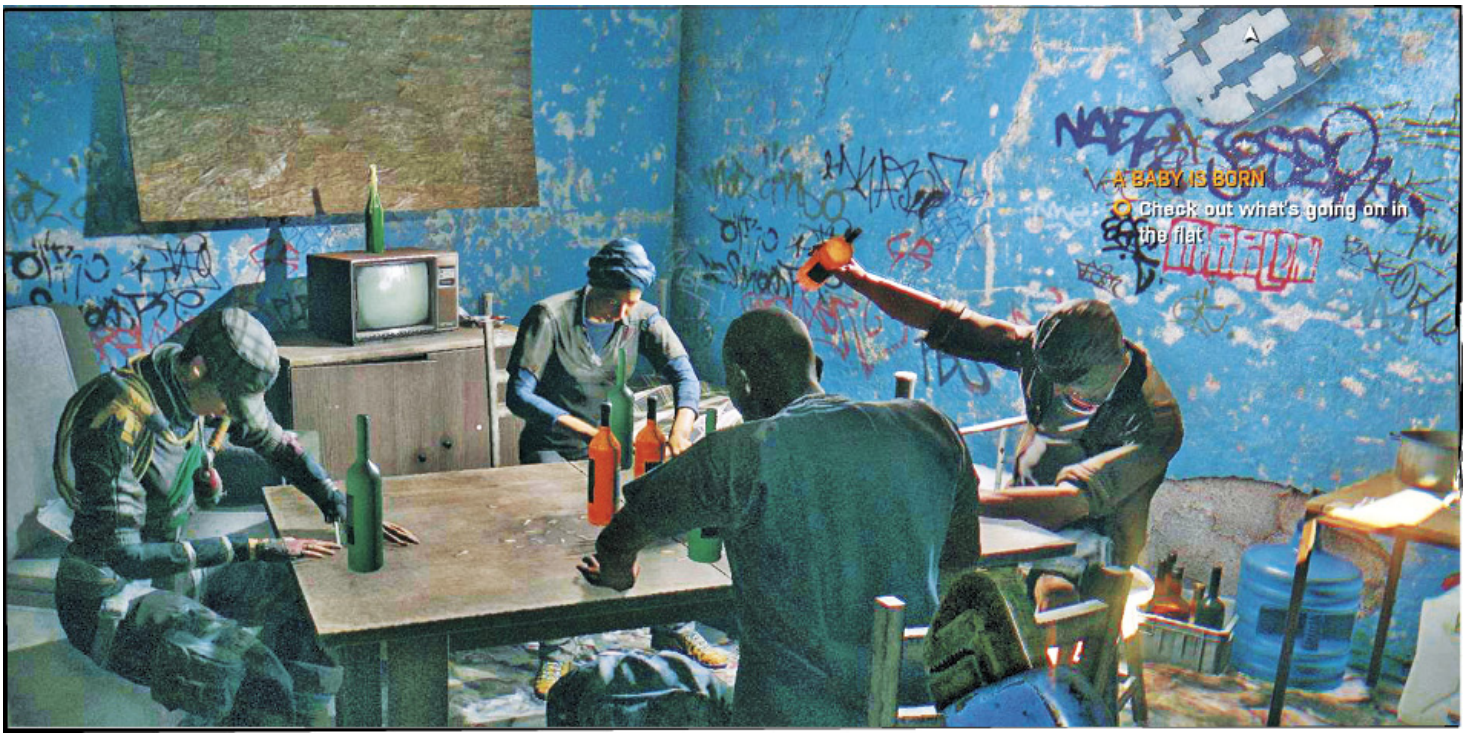
Story quests are a linear progression of events that tell Kyle Crane's story as he tries to help the city of Harran. Use the walkthrough to accomplish all of these. We do our absolute best to avoid many spoilers, so you won't find out too many things about the game beyond the basic locations and jobs that you must work on.

SIDE QUESTS

Side quests have an entire chapter devoted to their stories and challenges. Refer to this chapter to learn about a ton of content that's off the beaten path in Dying Light. You're likely to spend more time on these than on almost anything else (it takes MANY hours to get all of them done).

Side quests award you Survivor XP, special Blueprints, and sometimes even money or supplies. There are also a few awesome stories behind some of them, so don't miss out!

Unlike the main story, you can pursue several side quests simultaneously. Use the Quests tab in your Character screen to select the one you want to track.



CHALLENGES

Challenges are timed quests that task you with killing a set number of targets with a given weapon, or completing a race in a specific area. These can be repeated to improve your proficiency, but you get the rewards only for finishing the challenge.

Periodically return to the survivors who start each challenge to see if they've come up with new versions of their challenges. Write-ups for these are in our side quest chapter, if you'd like some help finishing or finding them.

TARGETS OF OPPORTUNITY

Some events aren't going to wait for you to show up. They're either happening already, or they won't be around at all! Harran is a living city. Not for long, but still. You can find airdrops that are flown into the area each day. Or, you might bump into survivors with things to tell you or troubles of their own.

All of these are targets of opportunity because you can get them while they're available if you're already out in the city. Leave them for too long and they disappear!

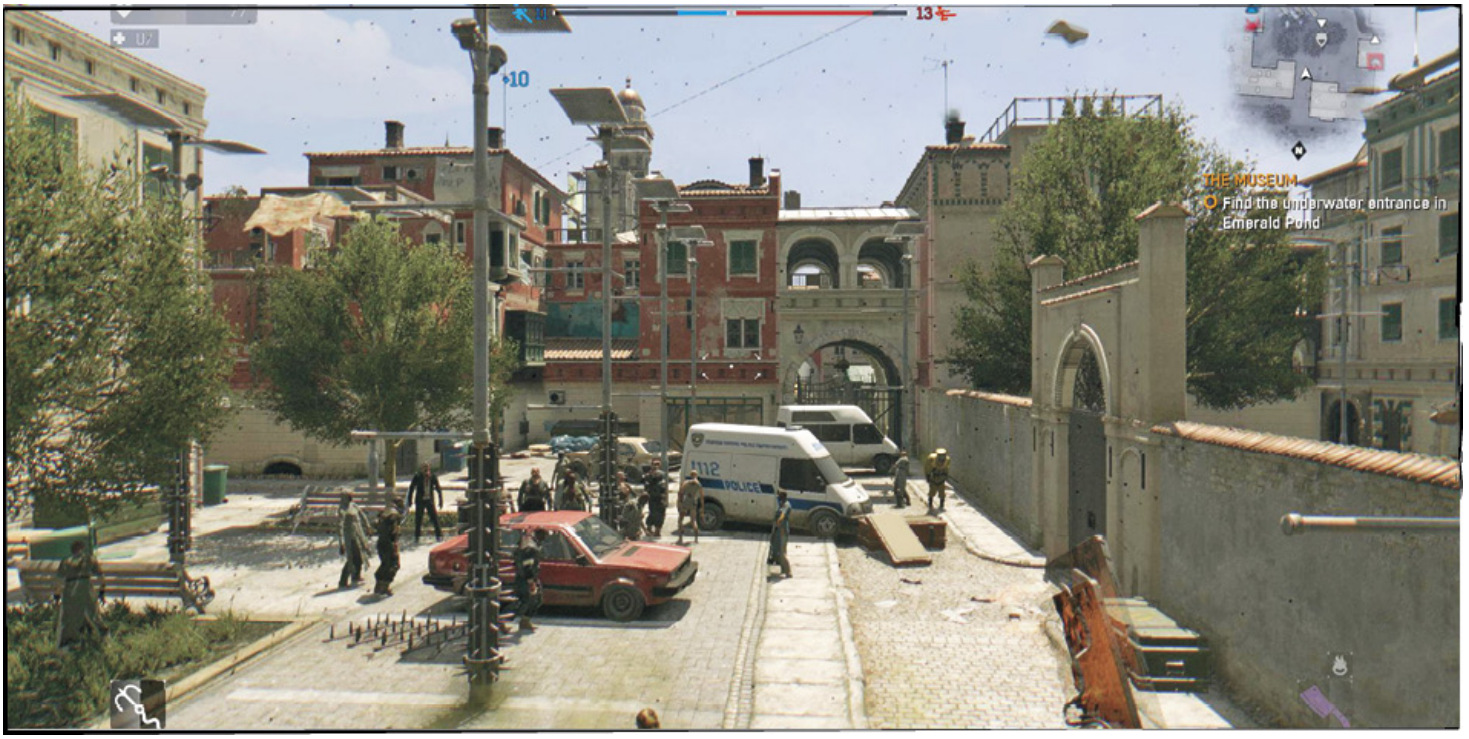
AIRDROPS

If you hear the massive rumble of a plane over Harran, look outside to see where it is, where it's going, and if any airdrops fall toward the city. Red smoke trails indicate where they're landing.

Head straight toward these airdrops to collect their contents. During the day, you often fight against Rais' men, who are also tasked with grabbing airdrops. Kill them wherever they appear, and open the containers. Most of the contents have to be brought back to a Quartermaster before you get your credit. A few things might instead be sold (Valuables) or help you with supplies (Medkits, Flares, etc.).

In the evening, Airdrops are more valuable, but are also very difficult. Rais' men are asleep, but the Virals and Volatiles wandering around town are even worse adversaries. Bring thrown weapons, Firecrackers, UV Flashlights, and Trap Bombs to give yourself an edge during Pursuits, and see what you can find. Airdrop contents have improved qualities at night, so that makes the danger worthwhile!

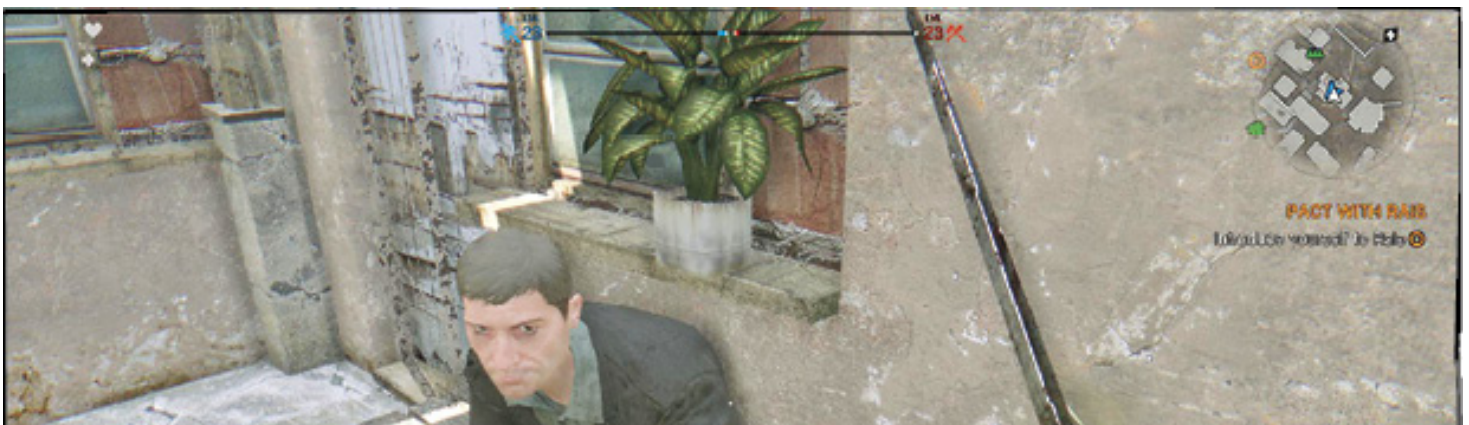
PEOPLE IN TROUBLE



Blue arrows indicate that survivors are nearby; often they're in trouble. Kill any Infected or thugs that are attacking them. This is a great way to quickly earn Survivor XP and get a reward. You might receive money or useful items. In terms of Survivor XP per minute of work, saving people like this is about as good as it ever gets!

To do the actual saving, look for red arrows near the blue ones and kill off everything that's marked as a red target. Once all of the local threats have been eliminated, approach the survivor and take whatever they're offering.

RANDOM ENCOUNTER (LEARNING ABOUT HARRAN)



Random encounters aren't usually going to get you XP or money. Instead, they develop the world. Lone survivors might tell you about their experiences. You also find wandering merchants this way.

MULTIPLAYER MODES

You can play this game cooperatively with friends or strangers, or get some DLC so that you can engage in BtZ Mode. That's when someone is able to become an Infected and go after other players at night. Pretty cool, eh? We cover this and all other online options in the Multiplayer chapter of this guide.

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As you gain experience, you select a variety of skills to make Kyle's life easier (and longer). We're now going to break down all of these now so you can make the best choices.

SURVIVOR EXPERIENCE AND SKILLS

SURVIVOR EXPERIENCE

LEVEL	EXPERIENCE REQUIRED
1	0
2	1,000
3	3,250
4	5,000
5	10,000
6	15,000
7	20,750
8	25,000
9	30,000
10	40,000
11	50,000
12	55,000
13	60,000
14	65,000
15	70,000
16	72,500
17	77,500
18	80,000

19	95,000
20	100,000
21	125,000
22	150,000
23	175,000
24	200,000
25	475,000

NOVICE SURVIVOR PERKS

SURVIVAL STARTER KIT

Category: Active Skill

Requires: Survival Level 2

Learn how to craft the most basic things needed for survival: Lockpicks, Firecrackers, simple Throwing Stars, and Molotov Cocktails.

BACKPACKER

Category: Passive

Requires: Survival Level 3 and Survival Starter Kit

Learn how to use space in your backpack more efficiently. You gain four additional weapon slots. These are badly needed so that you have enough space for multiple backup tools and weapons.

BOOSTERS

Category: Active Skill

Requires: Survival Level 3 and Survival Starter Kit

Learn how to use plants to create Boosters. These allow you to fight without getting tired, run faster, see better in the darkness, or build more resistance to attacks. You won't have enough components to make many of these early on, so it's usually okay to wait a little while before grabbing this skill.

ELEMENTAL THROWING STARS

Category: Active Skill

Requires: Survival Level 4 and Survival Starting Kit

Learn how to create Throwing Stars with three additional effects: Paralyzing, Burning, and Exploding. All of these are immensely more effective than the basic shurikens that you make initially. Exploding Throwing Stars are especially fun!

BARTER

Category: Passive

Requires: Survival Level 4and Survival Starter Kit

Shop prices are reduced by 10% after choosing this skill.

MASTER BACKPACKER

Category: Passive

Requires: Survival Level 6 and Backpacker

Adds six more slots for carrying weapons. This is in addition to the others you've earned, so Crane now has 14 slots of gear!

BOOSTER XL

Category: Passive

Requires: Survival Level 6 and Boosters

Boosters have much longer effects.

HAGGLE

Category: Passive

Requires: Survival Level 8 and Barter

Shops lower their prices by an additional 10% because of your impressive business acumen. This adds up over time, and also leads to a final economic skill that has a much greater influence on your income.

DIY GRENADES

Category: Active Skill

Requires: Survival Level 8 and Elemental Throwing Stars

Learn how to craft four types of grenades: shrapnel, bleeding, paralyzing, and toxic.

TRAP BOMBS

Category: Active Skill

Requires: Survival Level 11 and DIY Grenades

Learn how to create Bombs that draw the Infected in and then detonate with exploding, bleeding, and toxic damage! Trap Bombs are a combination of Firecrackers and explosives. They're a major jump in your ability to ditch pursuers and kill groups of enemies.

HARD BARGAIN

Category: Passive

Requires: Survival Level 11 and Haggle

Increases the value of items that you sell, dramatically improving your income.

ADEPT SURVIVOR PERKS

CRAFTING EXPERTISE

Category: Passive

Requires: Survival Level 5

Gain bonus items when crafting, making your work more efficient. This also leads to many other skills, so it's an early choice for almost every player.

ELECTRIC FENCES

Category: Active Skill

Requires: Survival Level 7 and Crafting Expertise

Learn how to use Electric Fence traps. Although these, by themselves, aren't the most powerful things in the city, it's still wonderful to take this skill if you're into pursuits. Electric Fences leads to Exploding Cars (a godsend)!

LUCKY REPAIR

Category: Passive

Requires: Survival Level 7 and Crafting Expertise

You won't always use a weapon's repair slot when fixing these items. When combined with Conserve Weapons (from the Power line), you start to hold onto your best weapons for much longer. Get this skill as soon as you can afford it. The difference is quite noticeable over time.

SHIELD MASTERY

Category: Active Skill

Requires: Survival Level 8 and Crafting Expertise

You learn how to craft and use shields.

CAMOUFLAGE

Category: Active Skill

Requires: Survival Level 9

Learn how to use dead bodies to hide from the Infected. It takes a few moments to get "materials" from a corpse. This leaves you wish a tainted screen to show that the camouflage is active. At first, you can't attack Infected while hidden (otherwise, they'll figure out that you're not one of them).

EXPLODING CARS

Category: Active Skill

Requires: Survival Level 10 and Electric Fences

Learn how to use Exploding Car traps. These lure enemies over and then detonate several seconds later. They are a vital source of both Agility and Power XP, and save you time and time again during night pursuits.

NIMBLE HANDS

Category: Passive

Requires: Survival Level 10 and Lucky Repair

Search dead bodies faster, and you get a chance to find somewhat better loot.

SHIELD CRAFTING

Category: Active Skill

Requires: Survival Level 11 and Shield Mastery

Learn how to add elemental effects to your Shields. This causes enemies to get hit with electrical, stunning, or blast effects as long as you block them correctly with the Shield in question.

CAMOUFLAGE ATTACK

Category: Passive

Requires: Survival Level 12 and Camouflage

You no longer attract attention when attacking the Infected while Camouflaged. This entire maneuver is somewhat time consuming, so it's a matter of personal preference whether you're willing to invest in its two skills.

EXPERT SURVIVOR PERKS

GRAPPLING HOOK

Category: Active Skill

Requires: Survival Level 12

Learn how to craft Grappling Hooks to move around the city quickly and nimbly. You can't use these tools during the endgame scenes or any of the racing challenges. However, it's still so much fun to get around Harran with a Grappling Hook.

SPECIALIST

Category: Passive

Requires: Survival Level 13 and Grappling Hook

Score more critical hits with crafted items. Extra damage is never a bad thing, especially when we're talking about your best weapons.

CRAFTSMAN

Category: Passive

Requires: Survival Level 14 and Grappling Hook

Crafted weapons with elemental effects deal more damage and have stronger effects. This one is even more important than Elementalist. You already boost your damage output considerably by adding elemental effects to your best weapons. This maximizes the damage output of those items.

ULTIMATE SURVIVOR

Category: Passive

Requires: Survival Level 25 and Grappling Hook

Get an additional health boost (+25 Maximum Health), and your use of Grappling Hook, Shields, and Camouflage improves.

AGILITY EXPERIENCE AND SKILLS

AGILITY EXPERIENCE

LEVEL	EXPERIENCE REQUIRED
1	0
2	550
3	1,250
4	2,000
5	3,000
6	3,750
7	4,750
8	5,750
9	6,750
10	7,750
11	8,750
12	9,750
13	10,750

14	12,000
15	13,000
16	14,250
17	15,250
18	16,500
19	17,750
20	18,750
21	20,000
22	21,250
23	22,500
24	23,750

NOVICE AGILITY PERKS

DODGE

Category: Active Skill

Requires: Agility Level 2

Dodge incoming attacks by jumping sideways or backwards. Move in the desired direction and press the listed button to activate. Use this as often as you can. It's going to save your life at least 100 times. Jump back from Goon strikes. Leap to the side when people throw things at you. Get away from Volatiles and Virals before they engage you. Dodge is life!

GRAPPLE

Category: Active Skill

Requires: Agility Level 3 and Dodge

Use the movement of attacking enemies to throw them around. When an enemy charges you, use the indicated button to throw the zombie in the direction you press. Toss Infected into each other to keep Crane from getting overwhelmed.

SLIDE

Category: Active Skill

Requires: Agility Level 3 and Dodge

Slide while running. This allows you to go through holes in walls and other passages. Use the crouch command while running to execute this. Slide helps you stay alive during pursuits by letting you avoid any barricade with a hole in the bottom.

DROPKICK

Category: Active Skill

Requires: Agility Level 4 and Dodge

Jump when you're already sprinting at an enemy and then use a hand-to-hand attack to start a Dropkick. These deal decent damage and knock enemies down quite effectively. Once you learn Dropkick and Stomp, the combination becomes a very powerful part of your arsenal. Dropkick your target, Stomp them before they recover, and enjoy your easy kill.

VAULT

Category: Active Skill

Requires: Agility Level 4 and Dodge

Jump over enemies while running toward them. This makes it easy to get through massive hordes of Biters without taking any damage. Vault also gets you easy Agility XP while hurrying past Infected you don't want to fight.

HEALTH REGEN

Category: Passive

Requires: Agility Level 5 and Dodge

As your body gets more athletic, you regenerate health to a higher level. This works only if your health falls below a certain threshold, so Medkits are still quite useful to your character.

LEG BREAKER

Category: Active Skill

Requires: Agility Level 6 and Slide

Kicking during a Slide breaks enemies' legs. Make a hand-to-hand attack while already Sliding to activate this.

DROPKICK BOMB

Category: Passive

Requires: Agility Level 7 and Dropkick

Dropkicks deal three times more damage, making the move worth its high risk and skill requirements!

VAULT STUN

Category: Passive

Requires: Agility Level 8 and Vault

Causes a five-second stun against any infected that you Vault over. This combines very well with the Stun Kill skill because you can turn around and get a free execution without investing much time or energy.

BRUTAL GRAPPLE

Category: Passive

Requires: Agility Level 9 and Grapple

Enemies thrown with Grapple are knocked down, leaving them vulnerable. The Power skill “Stomp” combines perfectly with Improved Grapple to achieve fast kills that don’t even require weaponry.

ADEPT AGILITY PERKS

FREERUNNING ADEPT

Category: Passive

Requires: Agility Level 5

Your freerunning ability improves. You can now run longer and climb faster. You also gain access to several new skills.

ESCAPE

Category: Active Skill

Requires: Agility Level 6 and Freerunning Adept

Learn how to shake off Biters much faster than before. This reduces some of the damage you take when fighting generic Biters, but it isn’t one of the more important Agility skills.

LIGHT DROP

Category: Passive

Requires: Agility Level 6 and Freerunning Adept

Halves falling damage, though you can still be killed from extremely high falls. This really cuts down on your Medkit usage, especially if you explore high places often or like to take dangerous jumps instead of being slow and careful with your freerunning.

BACKLASH

Category: Active Skill

Requires: Agility Level 7 and Freerunning Adept

Use thrown weapons or UV Flashlights while looking behind yourself during sprints. This lets you take out Infected that are chasing you. During dangerous pursuits, you can't afford to nickel and dime every single item in your arsenal, so use a heavier amount of your resources to ensure that you aren't being followed by too large a horde of enemies. This skill is also extremely stylish, so it's even more enjoyable when you're playing with friends or just showing off!

INSTANT ESCAPE

Category: Active Skill

Requires: Agility Level 9 and Escape

Break free from Biters much faster, making it easier to avoid high damage from their grappling attacks. This is a good skill for surviving, but won't help with killing the enemies or gaining Agility XP.

FORWARD ROLL

Category: Active Skill

Requires: Agility Level 10 and Light Drop

You can fall from much higher and still survive. Use a timed press of your buttons to roll forward when landing. This reduces damage and prevents Crane from taking a long time to get back up from the ground. Amazingly good for racing, surviving in the city, and for having more mobile fun in Harran.

TACKLE

Category: Passive

Requires: Agility Level 10 and Freerunning Adept

Use a hand-to-hand attack while sprinting to initiate a Tackle. These are wonderful for raising your Agility XP while pushing past Infected (it's an improvement on Vault for a similar purpose and the two work very well together). Tackle requires you to build up more speed than Vault, so use Vault when there isn't much time to sprint.

RAM

Category: Active Skill

Requires: Agility Level 11 and Tackle

Tackles deal very high damage to their targets. You can now rake in Agility XP while moving around town. Treat all Biters as targets of opportunity and Ram through them, get kills, and still improve your Agility. This is quite addictive!

REVERSAL

Category: Passive

Requires: Agility Level 14 and Instant Escape

Biters that you use Instant Escape against are Stunned for several seconds. Combine this with the Power skill Stun Kill for a fairly useful execution against Biters that get the drop on you. It's still better to take the initiative and kill them on your own time, but turning a defeat into a victory is a nice perk.

EXPERT AGILITY PERKS

FREERUNNING EXPERT

Category: Passive

Requires: Agility Level 12

Crane won't get tired as quickly when running or climbing.

TIC TAC

Category: Active Skill

Requires: Agility Level 13 and Freerunning Expert

Run up walls or other flat surfaces. It's a nice trick for getting around town. You can suddenly climb and jump off of surfaces to change directions or play around.

HEALTH REGEN II

Category: Passive

Requires: Agility Level 13 and Freerunning Expert

Your capacity for health regeneration improves and Crane has a better minimal health threshold. You now return to 45 health as long as you don't take damage for a few moments and have time to heal after dropping below this threshold.

ULTIMATE RUNNER

Category: Passive

Requires: Agility Level 24 and Freerunning Expert

You no longer get tired from running, jumping, or climbing. Pursuits become very easy to survive now, because you're unstoppable!

POWER EXPERIENCE AND SKILLS

POWER EXPERIENCE

LEVEL	EXPERIENCE REQUIRED
1	0
2	800
3	2,250
4	4,250
5	6,500
6	9,000
7	11,750
8	14,750
9	18,000
10	21,500
11	25,250
12	29,250

13	33,250
14	37,500
15	42,000
16	46,500
17	51,250
18	56,000
19	61,000
20	66,250
21	71,500
22	77,000
23	82,250
24	88,250

NOVICE POWER PERKS

STUN

Category: Active Skill

Requires: Power Level 2

Learn how to attack with great precision. Each hit to the head with a blunt weapon gains a chance to stun the target.

KICK STUN

Category: Passive

Requires: Power Level 3 and Stun

Your kick has a 15% chance to stun enemies, which are much easier to kill.

MULTI-THROW

Category: Active Skill

Requires: Power Level 3 and Stun

Locks onto up to three enemies before a throw. Hold down the Attack button to mark your targets, then release the button when you're ready to throw! This does not give you free throwing weapons; you still need multiple items to be able to throw at multiple targets.

STURDINESS

Category: Passive

Requires: Power Level 4 and Stun

As your body becomes more athletic, you can absorb more damage (+25 Maximum Health).

MELEE THROW

Category: Active Skill

Requires: Power Level 4 and Stun

Throw any melee weapon at enemies, dealing massive damage. It's possible to retrieve your weapon afterward, so the attack is time intensive, but not particularly costly.

BLAST

Category: Passive

Requires: Power Level 9 and Multi-Throw

Doubles damage from your throwing weapons. This offers a substantial boost to your ranged damage in the mid-game, before firearms become as major a factor in ranged combat.

STUN KILL

Category: Active Skill

Requires: Power Level 12 and Kick Stun

Execute enemies from the front as long as they're stunned! This synergizes with quite a few other skills and weapons.

ADEPT POWER PERKS

COMBAT ADEPT

Category: Passive

Requires: Power Level 5

You get better at fighting. Gain more Stamina and receive access to a new set of combat skills.

CONSERVE WEAPONS

Category: Passive

Requires: Power Level 6 and Combat Adept

Your weapons don't lose Durability as quickly. Get this as early as possible if you like to make higher-end weapons and hold onto them as long as possible.

POWER ATTACK

Category: Active Skill

Requires: Power Level 6 and Combat Adept

A powerful blow that deals massive damage, but uses more of your Stamina. Hold and release the Attack button to unleash this. Works with one-handed weapons.

DROP ATTACK

Category: Active Skill

Requires: Power Level 7 and Combat Adept

While wielding one-handed weapons, you can unleash a powerful execution attack if you're airborne.

STURDINESS II

Category: Passive

Requires: Power Level 7 and Combat Adept

Absorb even more damage, making it easier to survive the perils of the city (+25 Maximum Health).

FOCUS

Category: Passive

Requires: Power Level 8 and Conserve Weapons

Each hit against the same target does more damage, making it much easier to kill Goons, Demolishers, aggressive Survivors, and other high-end targets. This is a must-have skill.

WINDMILL

Category: Active Skill

Requires: Power Level 8 and Power Attack

Hold down your Melee button and unleash a Windmill when you release it after a charge-up. This works only with two-handed weapons, so it isn't as generically useful as Focus. Get it later or if you specifically treasure two-handed weapons and prefer to use them often. Use this skill to clear large groups of Biters for fast, efficient Power XP.

STOMP

Category: Active Skill

Requires: Power Level 9 and Combat Adept

Gives you a new attack that crushes the heads of downed enemies. When combined with a weapon that has decent damage and knockdown potential, you end up with a move that finishes foes quickly and without durability loss.

GROUND POUND

Category: Active Skill

Requires: Power Level 10 and Drop Attack

Use a two-handed weapon to smash the ground when you're already airborne, toppling enemies near the point of impact. This is helpful for disrupting groups so that you can flee, stomp enemies before they get back up, or have time to deal with reinforcements without having as many targets around.

KILL FRENZY

Category: Passive

Requires: Power Level 11 and Focus

Power XP is increased for 10 seconds after you get a kill. For fast leveling, this is another golden skill.

WHIRLWIND

Category: Passive

Requires: Power Level 11 and Windmill

Windmill attacks cost only half Stamina. If you're going to use Windmill for group killing and experience, this is a good pairing. Otherwise, wait for later levels when you have time to pick them up together.

SLAM

Category: Passive

Requires: Power Level 14 and Ground Pound

The range and force of Ground Pound is improved.

EXPERT POWER PERKS

COMBAT EXPERT

Category: Passive

Requires: Power Level 12

Your Stamina improves after you take this skill. You can perform more attacks without becoming exhausted and vulnerable.

STURDINESS III

Category: Passive

Requires: Power Level 13 and Combat Expert

Your character gets even more health (+25 Maximum Health)! Get it as soon as you can if you enjoy living.

TAKEDOWN

Category: Active Skill

Requires: Power Level 13 and Combat Expert

Learn how to execute enemies from behind. This works against living and Infected targets, and it's amazingly powerful when sneaking up on Rais' men. Use distractions, such as Firecrackers to get creatures moving or looking in one direction, while you come in from another for easy kills.

ULTIMATE COMBATANT

Category: Passive

Requires: Power Level 24 and Combat Expert

Fight without getting tired. The entire city will either fear or love you!

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Weapons, Equipment, and Crafting

Overview

Now we're ready to look into weaponry. There are huge numbers of makeshift weapons lying around the city, waiting to be picked up and used against the undead. Firearms are present, but limited, so you can't count on them for most of your battles.

In this chapter, we cover weapon stats, usable items, and crafting. There's a great deal of information to go through, but it's all fun!

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Weapons, Equipment, and Crafting

Equipment

Many other items are just as important as your melee weapons and firearms. Let's go over those next!

OUTFITS

Early in the game, you gain access to your Player Stash. That's where you store and retrieve items, but it's also a place that lets you shift your appearance. Switch outfits to customize the feel of your character. You unlock more and more outfits as the game goes on, so come back periodically to see what's new. There aren't any in-game benefits to the various outfits, but they are fun.

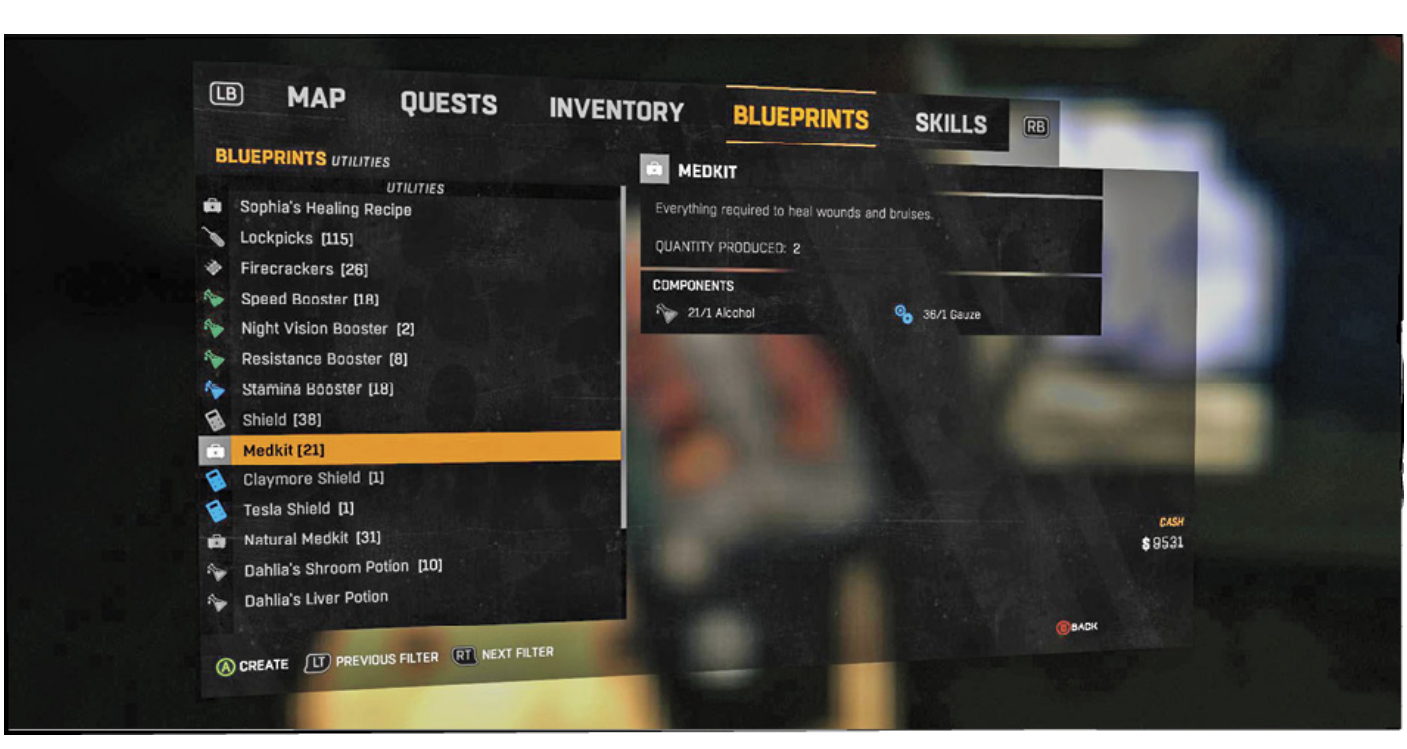
MEDICAL SUPPLIES AND BOOSTERS

Medkits restore 100 Health to your character with only a few seconds of work. They're made with Gauze and Alcohol, and you get the recipe for them automatically by going through the very earliest portion of the story. These never become obsolete. Make them often, and keep at least five on hand when embarking on a quest.

Stores almost always carry a unit of Gauze. Buy these at every opportunity to ensure you have a good supply of this component on hand. Alcohol is found more frequently as you scavenge, so the Gauze is usually the limiting factor for your Medkit creation.

Boosters are craftable potions that have a variety of effects. Use them to remove fatigue, see in the dark, and hide from the Infected.

You learn how to make some potions from the Survivor Skills (Boosters). Others are gained from side quests during the game. Work with the Witch to learn more!

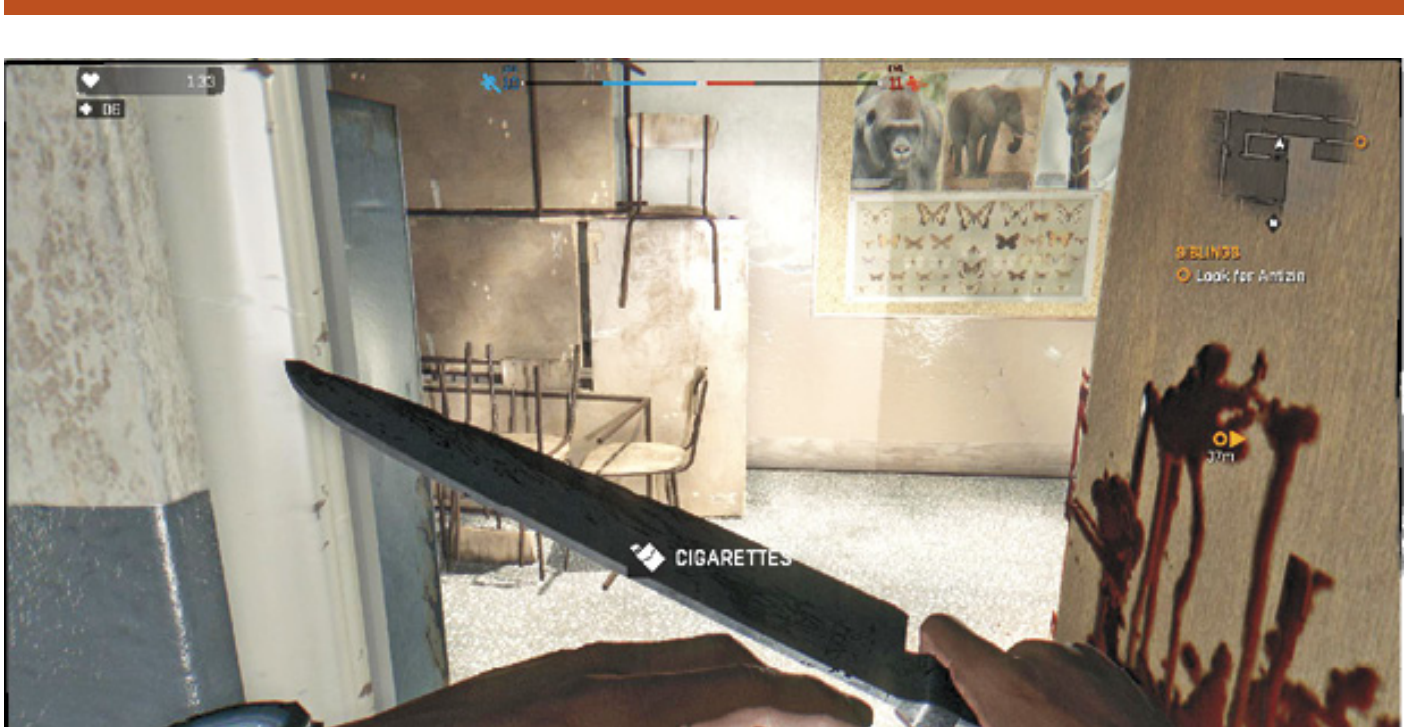


THROWN WEAPONS

Thrown Weapons are amazingly useful, especially if you don't have firearms or lack a substantial number of bullets. Use Throwing Knives and Throwing Stars to kill enemies when you're higher up or have plenty of room to back away. They're also great tools when you're fleeing and have the Lookback skill (this lets you turn and use tools on the enemies behind your character).

As you learn more recipes, you even start to make explosives (like DIY Grenades). These give you the ability to unleash area of effect attacks at range. Throw them into large groups of Biters for a substantial amount of damage without any real risk to yourself!

VALUABLES



You find Coffee, Cigarettes, Cosmetics, Pouches of Valuables, and Jewels when you explore the city or loot bodies of your enemies. Keep these until you get to a store, and then sell them for profit. If you take the Survivor skill Hard Bargain, these get you even more cash!

FLARES AND UV FLASHLIGHTS

Light sources have their own value when you're dealing with the Infected. Your Flashlight already deals with exploration in dark places, but UV Flashlights and Flares create light that temporarily blinds and disrupts some of the Infected. This is your best line of defense against Volatiles (and incredibly powerful form of Infected that come out at night to hunt)!

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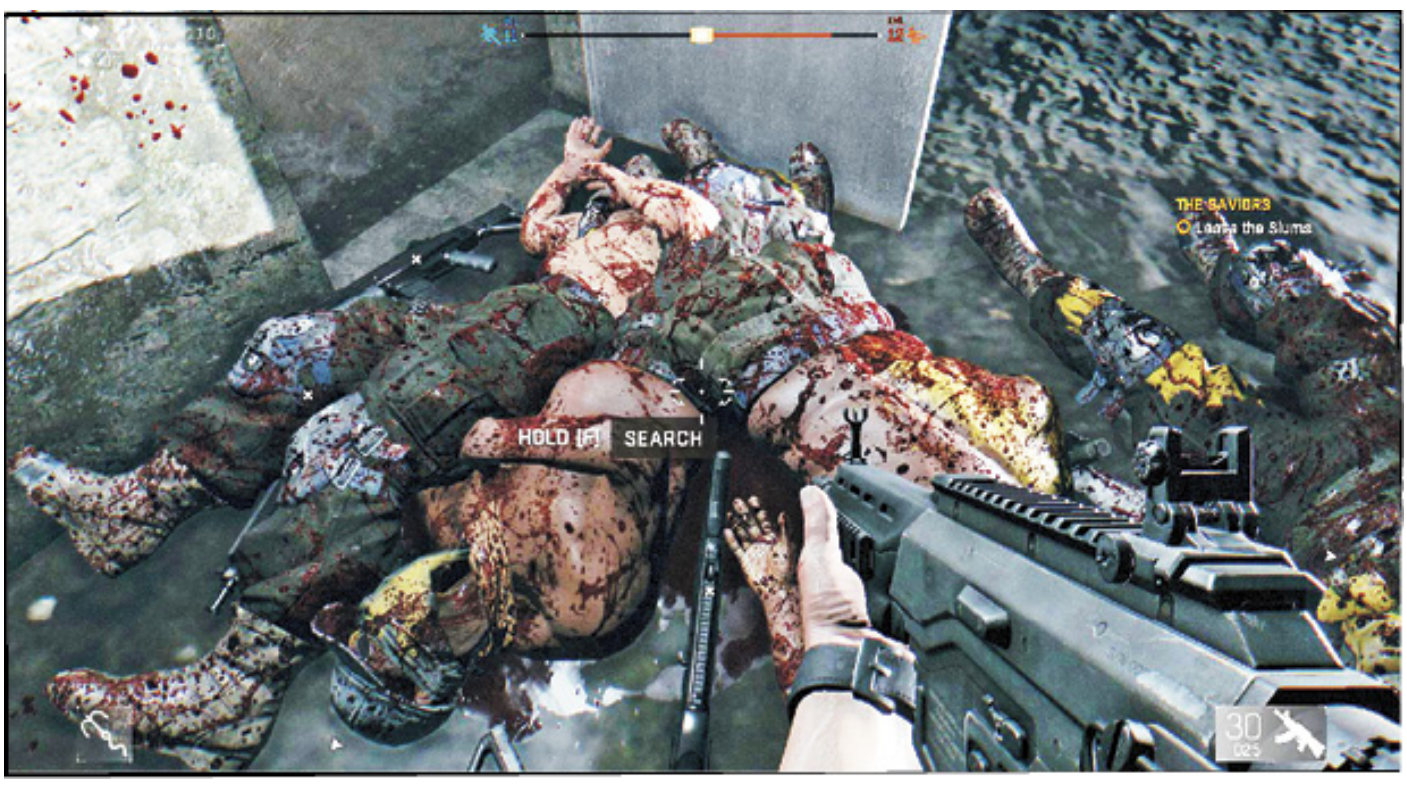
Crafting

Crafting is responsible for creating many of your most essential upgrades and items. Without this, you can't make the best weapons, have a good supply of ranged weaponry, or heal yourself out in the field. In short, crafting is a great way to make yourself really powerful.

No matter where you are, take the time to scavenge supplies. Components are all over the city. Your Night Sense detects containers and items, so use that to find stashes of goodies in all of the places that you pass through.

There is method to the city's madness when it comes to item placement. You aren't going to find a Pistol in a waste bin. Nor will you find food items in a medicine cabinet. The areas where you scavenge determine the possible items and components that are discovered there. Weapons are often inside locked vehicles, chests, and lockers. Industrial areas have more Metal Parts, Blades, and so forth.

Learn where to search early in the game, and amass a strong supply of components so that you have them whenever you discover a new recipe. Try to have at least one high-end crafted weapon available at all times, then pull it out when the fighting gets heavy.



COMPONENT LIST

COMPONENT	LOCATION	POSSIBLE FUNCTIONS
Alcohol	Refrigerators	Medical Items
Batteries	Toolkits	Weapon Upgrades
Chemicals	Cabinets, Kitchen Areas	Weapon Upgrades
Duct Tape	Toolkits, Workshops	Weapons and Weapon Upgrades
Electronics	Toolkits and Locked Containers	High-end crafting recipes
Gauze	Medicine Cabinets	Medical Items
Household Supplies	Dressers, Cabinets	Weapon Upgrades
Metal Parts	Trash Bins, Dismantled Items	Weapon Repairs
Nails	Warehouses, Supply Rooms, Dressers	Weapons
Plastic	Toolkits, Containers	Grenades, Bombs, Upgrades
Power Cable	Industrial Areas, Warehouses	Weapon Upgrades
String	Dressers, Simple Containers	Thrown Weapons
Tin Can	Toolkits, Containers	Many Tools
Toxic Lichen	Cliff Areas	Toxic Thrown Weapons and Upgrades
Underwater Algae	Coastal Areas (Underwater)	Potions
Herb	Wilderness Areas	Medical Items
Fluorescent Shrooms	Caves	Special Thrown Weapons
Blade	Toolkits	Weapons and Weapon Upgrades
Hunter Gland	Search Hunter Bodies	Special Potion
Bolter Tissue	Search Bolter Bodies	Valuable and Makes a Special Poison

Note that the in-game map has visual representations for various plants and fungi that are available for harvesting. This makes it easier when you're looking to make a collecting run for these items. Bolters are also shown, so they're somewhat easy to find (if you don't mind going out at night).

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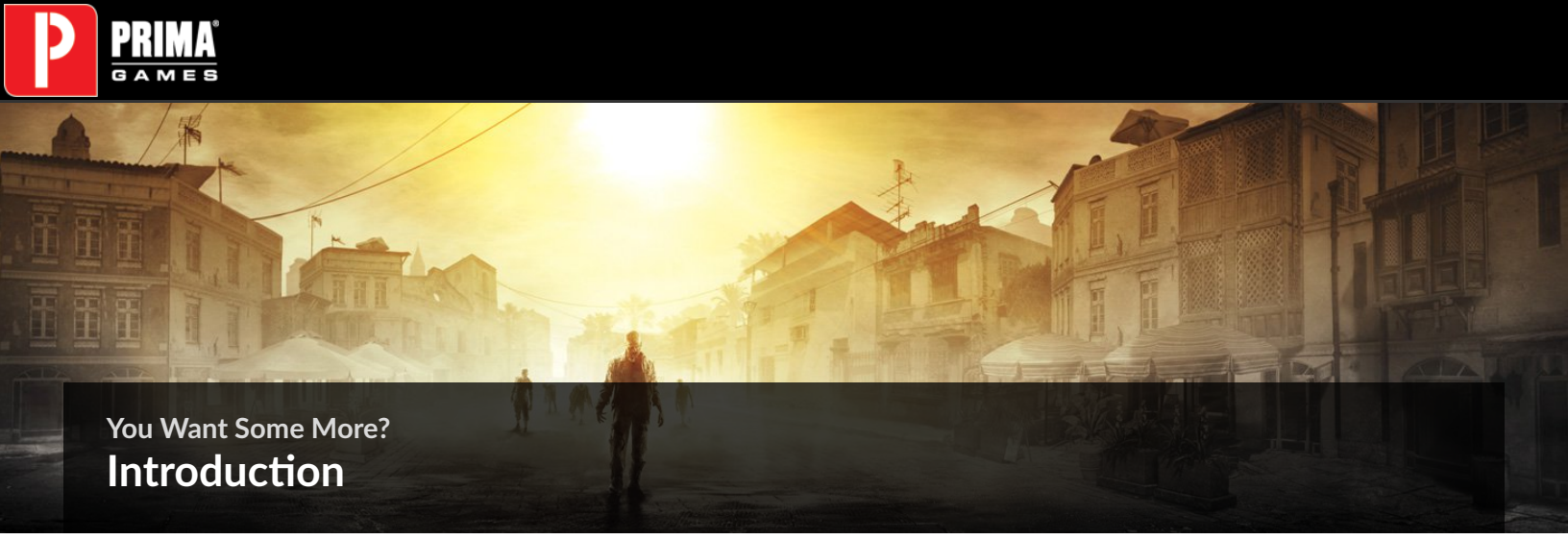

You Want Some More?

Introduction

We're still not done with this book! There are a few more goodies that we'd like to add, and here they are. The Achievement and Trophy list is hidden back here. If you don't want to spoil that for yourself, be careful what you read. However, we've tried to limit spoilers as much as can while still listing the requirements of these items.

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You Want Some More?

Easter Eggs

The following Easter Eggs are fun tricks and jokes that the developers left in Dying Light for people who like to really explore and see everything. These aren't part of the story, nor are they finished parts of the game. They're just fun and strange things to discover!

EXPCALIBUR

Location: Slums

Swim out to a small island in the southeastern part of the map. A dead body has been impaled by a sword. Once there, hold your trigger for 120 seconds while trying to use the sword. After finding and completing this, the body which held the sword will start to burn. The fire grows and after a few dozen seconds the body disappears. Under it, there's a developer's Blueprint for a special sword. It's uber!

KOREK MACHETE

Location: Slums

Go into the north end of the Slums. Enter the middle Safe Zone up there, and then move east to a building that's shaped like a C-clamp. On the top of the building there's a toolbox that you must kick 76 to 78 times. A Blueprint is inside.

WHO IS KOREK?

Korek is the nickname of Techland's optimization lead and an all-round fixer of any problems. It's only natural that he'd be the type to make a Machete that is just as good at solving your problems!

DANCING ZOMBIES

Location: Slums

While walking with Babar in the Werewolf Escort mission, you can go inside the second hangar, which is close by (Babar goes right past it). There's an electric switch there, not far from the entrance. Activate it to see something nifty!

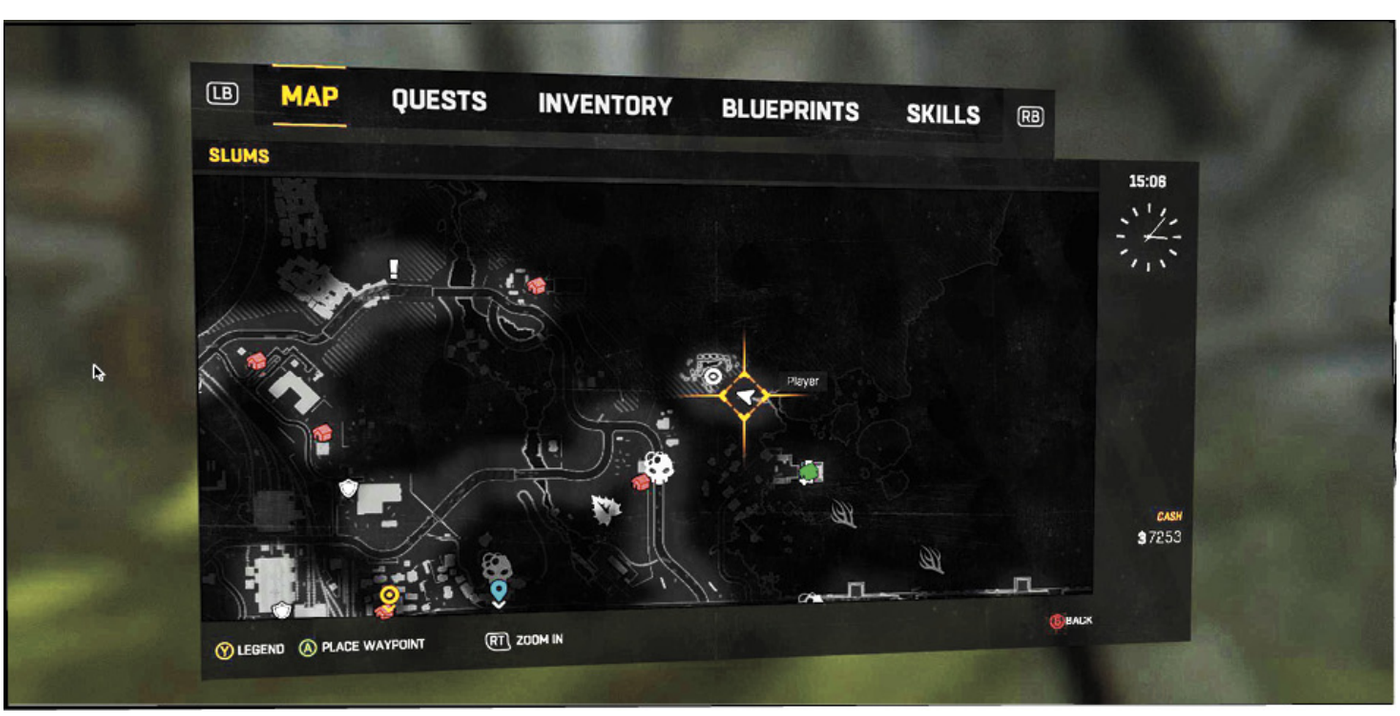
WALL OF FAME

Location: Slums

Look at the wall in front of the Tower. See all of those missing people there? I'll bet they were pretty interesting folks. I wonder who they were...

LOOT CAVE

Location: Slums



There's a cave in the northeastern part of the Slums. To get to it, jump over a small barricade by some water and then swim through a submerged tunnel until you reach a neat cave. Find out what your Destiny is in there.

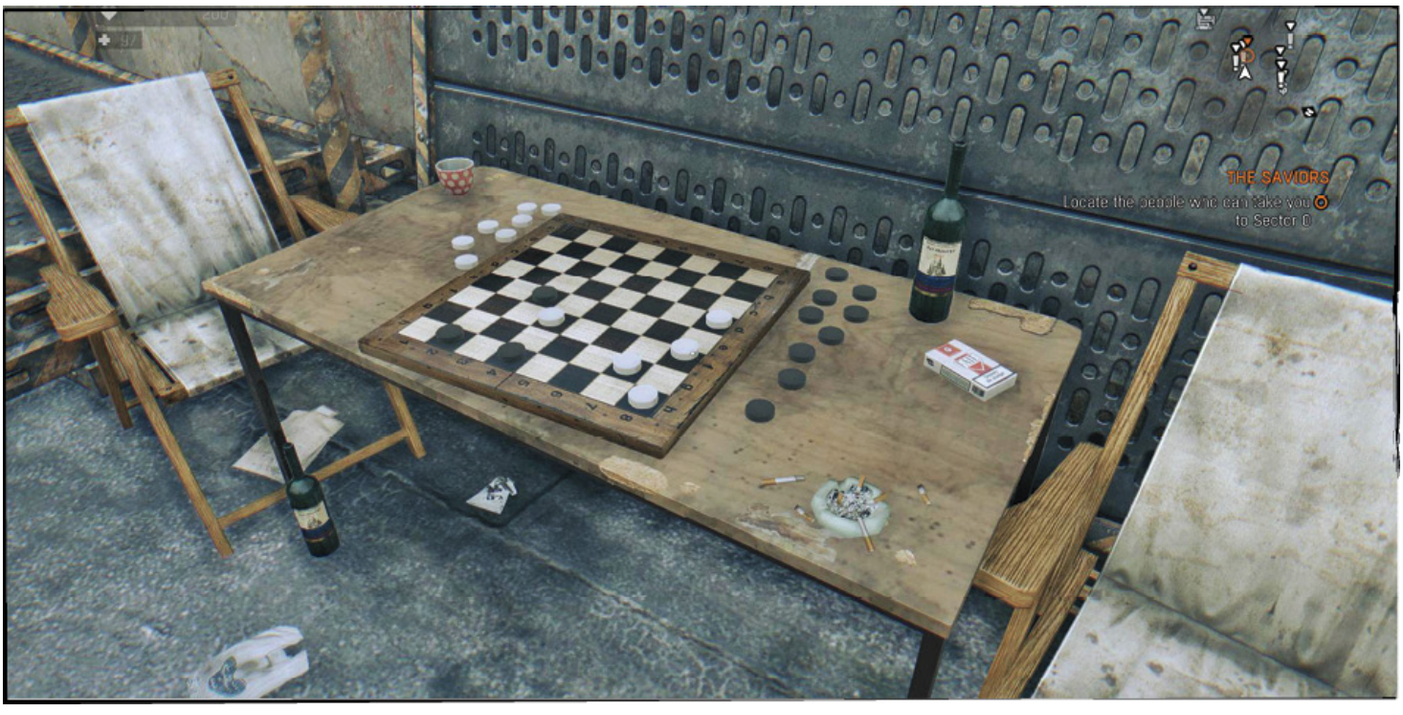
GUITAR

Location: Slums (Tower)

After you've been playing the game for a while, check out the guitar in your room in the Tower. Try to pick it up and play it. Not so good, right? When you're searching the school later (still in the Slums), look for a book about playing guitar. Try playing the guitar after that!

SICK BOMB

Location: Slums (Tower)



Play checkers at the Tower. A board is set up on the roof, almost underneath the crane. Use it to make a move, then leave the Tower and return later to make another move. Repeat this a couple of times. You'll eventually win and get a Blueprint.

This special Blueprint also references someone who worked on Dying Light. This time it's one of the lead level designers, who goes by the nickname, "Sick."

RAY MCCALL

Location: Slums (Tower)

In the Gunslinger quest, you can get a Ray McCall figure at the pawn shop. After this, a similar figure appears in the player's room. Try using it! If you've played Call of Juarez, you'll get the reference.

WORLD 1-1

Location: Old Town

Go to the last building in the southwestern corner of Old Town and climb onto the roof. Try jumping onto a strange-looking pipe there. Pull it open and use the pipe to go somewhere else. While there, you must jump onto enemies to hurt them. There's a hidden brick that you must hit with your head to get a Blueprint in this zone.

THE CLICKER

Location: Old Town (Town Hall)

During the Bunker mission, wait until you get the goal to "Get Inside the Bunker." Enter the Town Hall and walk upstairs. Stand in front of the elevator and watch it open. You see a zombie that looks oddly familiar. Kill him and search the body.

STASIS FIELD PROJECTOR

Location: Old Town

Look for this while exploring the Magic Fortress (Rupert the Gunsmith quest line). Search in the empty room of the kindergarten, on the floor above Rupert's level. There's a pink teddy bear on the shelf. If you activate it a few dozen times, it finally explodes, leaving you with a Blueprint (Stasis Field Projector).

ANOTHER TREAT FROM GLOVA

If you played Dead Island and searched for its cool easter eggs, you might remember the Left Hand of Glova. Like this item, it's named after the lead gameplay programmer for Dying Light!

LEFT BALL OF GLOVA

Location: Old Town

To get this Blueprint, try to find two Stones on the Old Town map. One is behind a tilted tower in the northwest. It's on a ledge above ground level, so look up while you're pressing Night Sense to locate it. Then climb up and take it. The other one is on the beach by the museum. That stone is southwest of the museum, on the edge of the beach.

Get these stones and place them in the eye sockets of the skull that's located at Ishaq's apartment (the man who gives you the prophecy in Shadow of the King), in the northwestern part of Old Town. Place the Stones in the sockets of a skull in the front room. It's on top of a globe. That gets you a reward!

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You Want Some More?

Achievements and Trophies

NAME	DESCRIPTION	ACHIEVEMENT VALUE	TROPHY VALUE
Was It Really Necessary?	Kill your first Infected	5	Copper
A Game of Catch	Kill 50 enemies with throwing weapons	10	Copper
BBQ	Stick a burning zombie on spikes	10	Copper
Blinded By the Lights	Blind 25 Volatiles with flares or a flashlight	10	Copper
Disaster Recovery	Get 15 Relief Packages	10	Copper
Electrified!	Catch 25 enemies in the Electric Fence trap	10	Copper
Enlightened!	Blind 25 enemies in the Light Trap	10	Copper
Everybody Dance Now	Simultaneously shock 5 monsters with electricity	10	Copper
Everybody Knows Kyle	Reach Survivor Level 12	10	Copper
Flight of the Crane	Jump from the crane	10	Copper
Gabriel's Sword	Add a fire elemental effect to a Sword or a Khopesh	10	Copper
Harran Shooting Club	Kill 50 enemies with shooting weapons	10	Copper
High Flyer	Kill 25 enemies using Ground Pound or Drop Attack	10	Copper
Homo Homini Lupus Est	Save 15 survivors from Rais men	10	Copper
Italian Plumber	Kill an enemy with a wrench, using Vault followed by Drop Attack	10	Copper
I've Got Your Back	Complete 1 quest in a co-op game	10	Copper
Judo Master	Throw 50 enemies with Grapple	10	Copper
Little Craftsman	Craft your first item	10	Copper
Open Sesame	Perform 10 successful Lockpicks	10	Copper
Trade Company	Sell items worth 10,000 dollars	10	Copper
We're All in This Together	Save 15 survivors from zombies	10	Copper
Polyamory	Complete 5 quest in a single co-op game with the same 3 partners	15	Copper
Shake Hands On It	Meet with Rais	15	Copper
Tonight I'll Give You...	Complete a specific story section	15	Copper
A Long Way Down	Jump to the water from the Infamy Bridge (Slums) at night	25	Copper
Agile	Reach Agility Prof. Lvl 10	25	Copper
Can't Touch This	Kill 20 enemies in a row without taking damage	25	Copper
Harran Athletics	Take part in 10 coop competitions	25	Copper
Hush, Hush Now	Quiet a Screamer	25	Copper
I Know You Were Too Soft	Deal with a specific story section	25	Copper
I'm a Runner and a Fighter	Complete 15 Agility or Power Challenges	25	Silver
It's All in the Writing	Find all text collectibles	25	Silver
Lucky 7	Win seven coop competitions in a row	25	Copper
Making Faces	Show the outside world that you're still alive	25	Copper
Master Crafter	Use Blueprints at least 100 times	25	Copper
Mount Everest	Climb at least 8,848 meters on various objects	25	Silver
Mouths Wide Open	Kill a Volatile	25	Silver
Now It's Safe	Capture all Safe Zones	25	Silver
Now You Can Come In	Deal with a specific story section	25	Copper
Pheidippides	Run (move or sprint) at least 42,195 km	25	Silver
Prime Hunting	Catch 5 Bolters	25	Silver
Prom Night	Survive night pursuit of level two or higher	25	Silver
Sightseeing	Reach the Old Town	25	Copper
Strong	Reach Power Prof. Lvl 10	25	Silver
The Legend of Harran	Reach Status lvl 18	25	Silver
This is Harraaaaan!	Kill 100 enemies by kicking them off the rooftops/cliffs	25	Copper
Trespassing	Complete all Quarantine Zones	25	Silver
Vertigo	Activate the Amplifier	25	Copper
Bittersweet	Complete the game	50	Gold
The Whole Story	Finish all side quests	100	Platinum

NEED SOME HELP?

If you're having trouble with some of the tougher Achievements/Trophies, look here for our suggestions.

A GAME OF CATCH

Crafting low-grade Throwing Knives and Throwing Stars lets you get this Achievement/Trophy done relatively easily. Make sure to aim for heads whenever you can, and fight Biters to ensure that you get your kills without using as many items.

BBQ

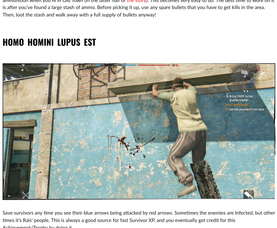
Craft a low-grade flaming weapon and use that to set Infected on fire left and right. Do this near any of the spike traps that litter the city, and kick the burning foes into the spikes. To make this even simpler, use Firecrackers to lure the Infected in front of the spikes so that the attack is easier to line up.

BLINDED BY THE LIGHTS

You get UV Flashlights free of charge from the Quartermasters. Equip them, and use them heavily at night to keep Volatiles from attacking you effectively. This is a decent way to make spare cash, but Volatiles are usually worth a fair bit when you search them.

There are also a number of traps in the Slums that shine UV lights over the area. Use Firecrackers to lure in the Infected, and then set off the trap before they come after you.

DISASTER RECOVERY



Once you reach Old Town, you find containers with Relief Packages all the time. Go after these in the streets, or look at Rais' Outposts in that map. They have multiple Relief Packages if you're willing to take on large groups of thugs.

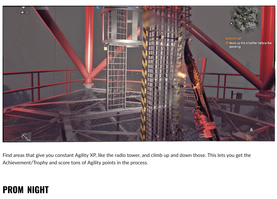
EVERYBODY DANCE NOW

Use Firecrackers to lure groups of Biters in a water puddle that has cables in it. Keep them in place with additional Firecrackers so that you have time to throw the electrical switch to make the puddle go live. Then watch everyone fry.

HARRAN SHOOTING CLUB

This seems like it's going to take forever because ammo is so light in the early game. Don't worry! You start to get much more ammunition when you're in Old Town (in the latter half of the story). This becomes very easy to do. The best time to work on it is after you've found a large stash of ammo. Before picking it up, use any spare bullets that you have to get kills in the area. Then, loot the stash and walk away with a full supply of bullets anyway!

HOMO HOMINI LUPUS EST



Save survivors any time you see their blue arrows being attacked by red arrows. Sometimes the enemies are Infected, but other times it's Rais' people. This is always a good source for fast Survivor XP, and you eventually get credit for this Achievement/Trophy by doing it.

In case you're wondering, Homo Hominii Lupus Est means "Man is a wolf to his fellow man." Describes Rais' people (and their actions) quite aptly, don't you think?

TRADE COMPANY

This is only a matter of time, but the economic perks you get from Survivor Ranks make it a much faster pursuit.

CAN'T TOUCH THIS

If you have trouble getting this one, go to an area that only has Biters (e.g. stay close to the Tower during the day), and use ranged attacks to kill your targets until completing the Achievement/Trophy.

MASTER CRAFTER

To rush this one, make tons of Lockpicks. They're very light on component costs.

MOUNT EVEREST

Find areas that give you constant Agility XP, like the radio tower, and climb up and down those. This lets you get the Achievement/Trophy and score tons of Agility points in the process.

PROM NIGHT

Wait to do this until you have Vault, Lockback, spare Firecrackers, and plenty of practice with night running. Then it's just a matter of going out into the city and starting trouble. It's easy to find the enemies, so the trick is to let them follow you without catching up and ripping you to shreds. Use Lockback and thrown weapons to get extra XP while you flee, and toss Firecrackers when you want to buy yourself some breathing room.

When it's time to finish the pursuit (because you've gotten the pursuit level as high as it needs to be), use multiple Firecrackers in tandem to get a massive load on your enemies. Use that load to get away, and steer clear of additional foes.

Another fun way to finish Pursuits is to use Exploding Cars. Once you learn this Survivor skill, use these car traps while you're being pursued, and watch the entire group line up for their own deaths. It's very lucrative in terms of XP, and the method is easy to pull off.

THIS IS HARRAAAAAN!

Old Town has a lot of rooftop-dwelling Biters. They're great targets for kicking to their deaths.

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You Want Some More?

Dev Tips

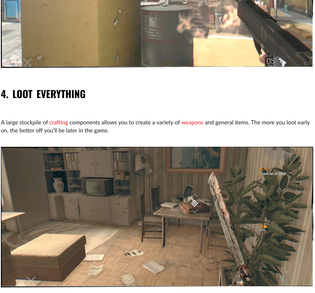
10 TIPS THAT MIGHT SAVE YOUR LIFE

1. AIM FOR THE HEAD

The Infected go down quickly if you land headshots time and time again. Don't miss! You can also aim for the neck if you have a good slashing weapon.

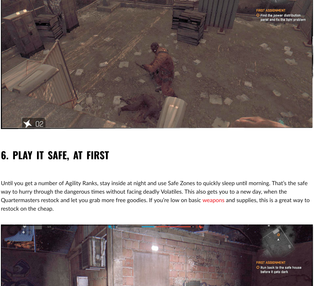
2. DOWN BUT NOT OUT

Just because an Infected falls down doesn't mean that they're no longer a threat. Enemies that take leg injuries fall, but can grab you and get a little biting. Watch for movement on the ground or look for XP when an enemy falls. If you didn't get XP, you didn't get a kill. Give them a double tap on the ground to finish the job.



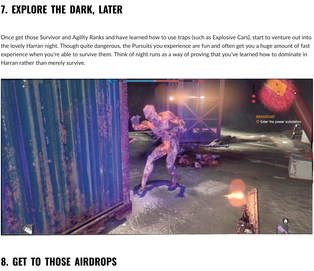
3. AMMUNITION IS PRECIOUS

Save your ammo for enemies that are extremely dangerous to approach. Shoot Gas Tanks to detonate their explosive cylinders, blow down Goons without getting into melee range, and take out Rais' gunners without giving them a chance to fire back.



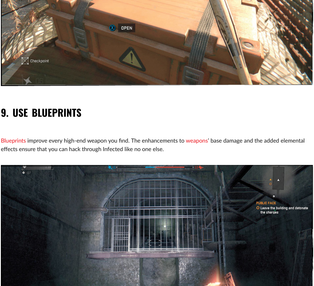
4. LOOT EVERYTHING

A large stockpile of crafting components allows you to create a variety of weapons and general items. The more you loot early on, the better off you'll be later in the game.



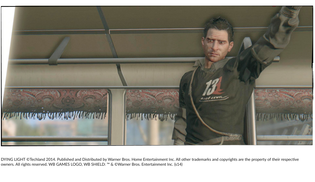
5. DON'T FIGHT FAIR

Some enemies can't climb, are too large to go through doors, or lack ranged weapons. Never forget this. Hide in small places to avoid Demolishers, and climb to elevated positions to avoid Biters and Goons. Do all that you can to gain an advantage when you're dealing with mindless horrors. Exploit every weakness!



6. PLAY IT SAFE, AT FIRST

Until you get a number of Agility Ranks, stay inside at night and use Safe Zones to quickly sleep until morning. That's the safe way to hurry through the dangerous times without facing deadly Volatiles. This also gets you to a new day, when the Quartermasters restock and let you grab more free goodies. If you're low on basic weapons and supplies, this is a great way to restock on the cheap.

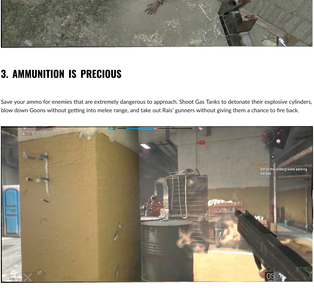


7. EXPLORE THE DARK, LATER

Once get those Survivor and Agility Ranks and have learned how to use traps (such as Explosive Cars), start to venture out into the lovely Harran night. Though quite dangerous, the Pursuits you experience are fun and often get you a huge amount of fast experience when you're able to survive them. Think of night runs as a way of proving that you've learned how to dominate in Harran rather than merely survive.

8. GET TO THOSE AIRDROPS

Airdrops won't last forever. If you see a plane fly overhead, race after it and look for the crates that are dropped into the city. Get to these and defeat any of Rais' people who show up. The supplies inside are valuable and useful. There are several things you might get, and all of them are useful!



9. USE BLUEPRINTS

Blueprints improve every high-end weapon you find. The enhancements to weapons' base damage and the added elemental effects ensure that you can hack through Infected like no one else.

10. DO THE SIDEQUESTS

Side Quests are the best way to keep your XP as high as possible. You get many rewards for doing these optional tasks, but that's not even the best reason for doing them. There are many stories in Harran that you won't get to see if you race through the game. Take your time, and you might get to save far more people. Harran needs your help.

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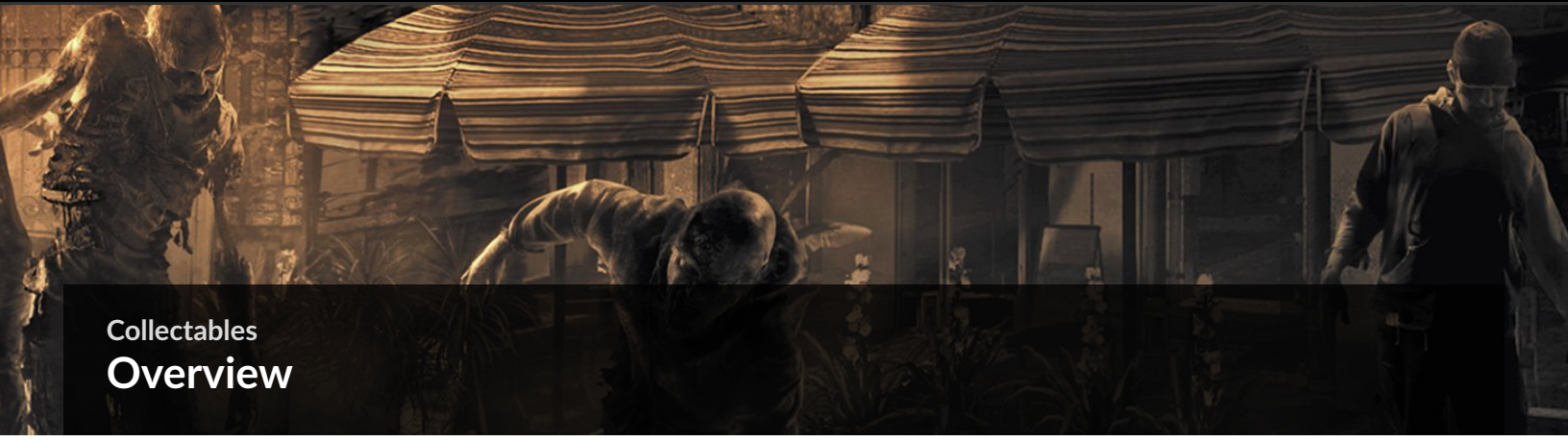

Collectables

Overview

There are many collectable items in Dying Light. Some offer background on the city and its people, others provide combat tips. A few collectables even give you XP bonuses. Our maps provide you with the general area for each one if you only want a hint. Use the corresponding shots on the following pages for more specific clues about the locations.

Blueprints are awesome, but they're not exactly collectables in the same way. They're covered in the Weapons chapter in case you're looking for them.

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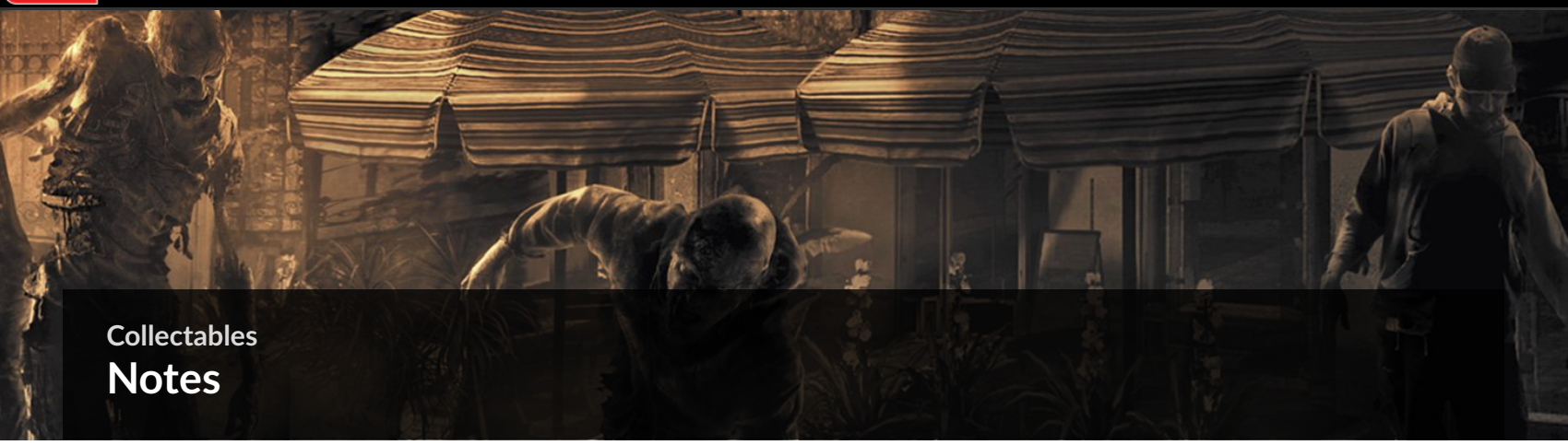

Collectables

Notes

Notes are collectable items that give you more background about the people who are involved in Dying Light's quests. As such, you find Notes around quest locations (often on desks or tables). They are detectable using Night Sense, and look like regular pieces of paper.

There are 34 Notes total—26 in the Slums and 8 in Old Town.

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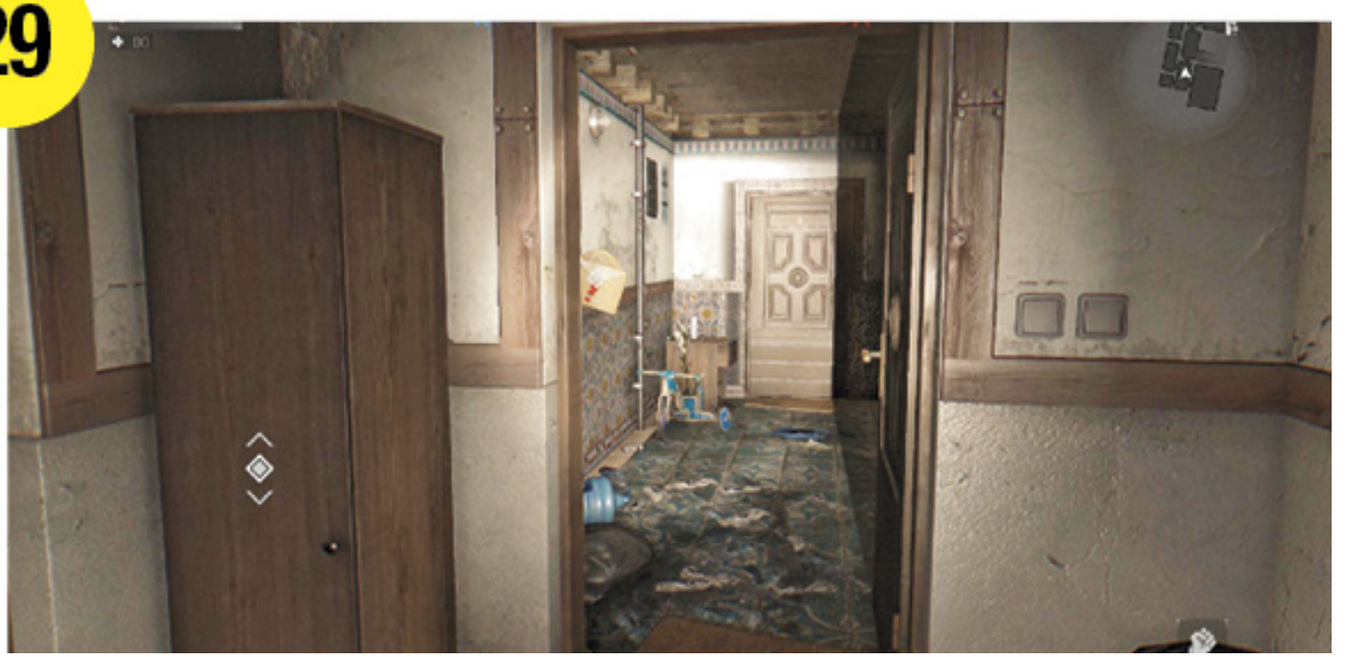

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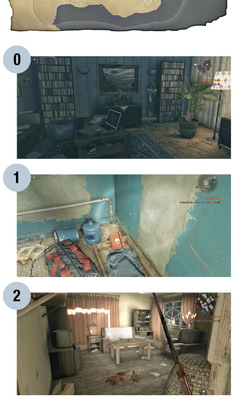
Collectables

Battle Journals

Battle Journals record the survival diary of a brave young man who tries to hold out as long as he can in the anarchy of Harran. His ideas are clever, and you can learn a great deal by reading them. There are 17 Battle Journals total—13 in the Slums and 4 in Old Town.



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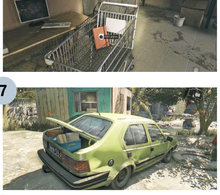

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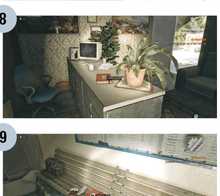

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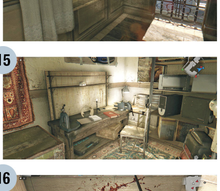

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Epilogue

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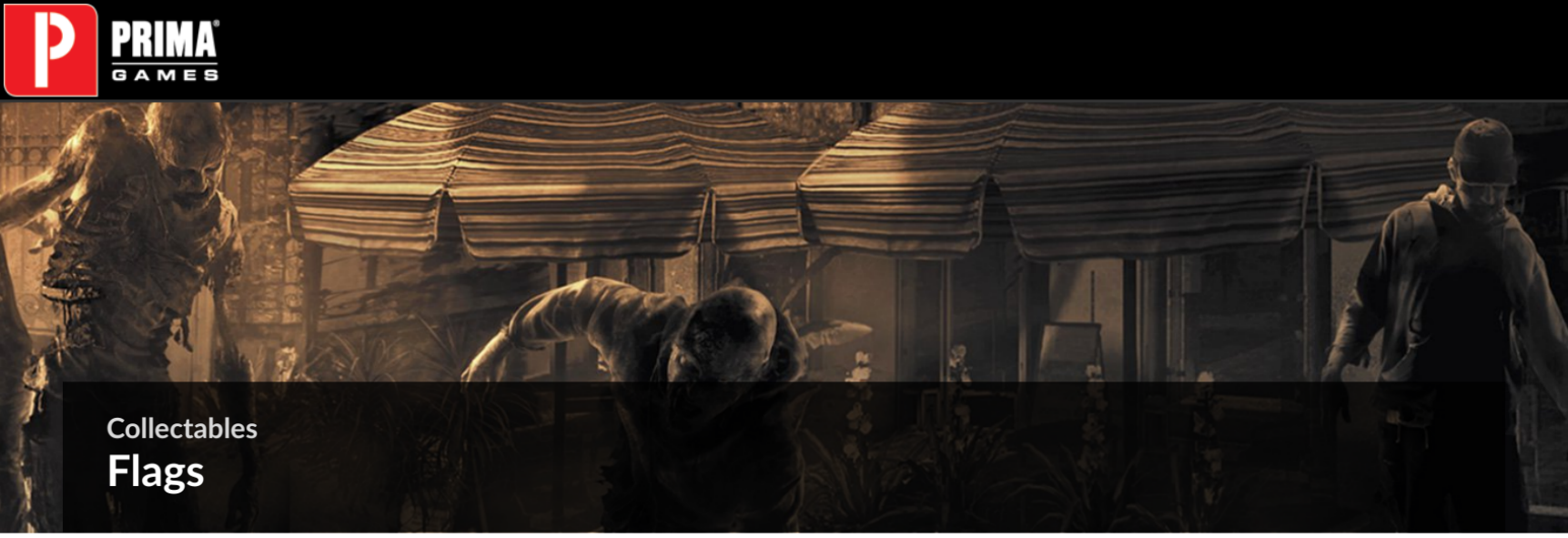

Collectables

Flags

Flags are hung in remote, elevated positions around the city. You get a small Agility XP bonus for collecting them. Try not to look down once you're up there! There are 30 Flags total—15 in the Slums and 15 in Old Town. (Flags 14 & 15 cannot be mapped because they are accessed via the portal to the Slums Antenna area.)

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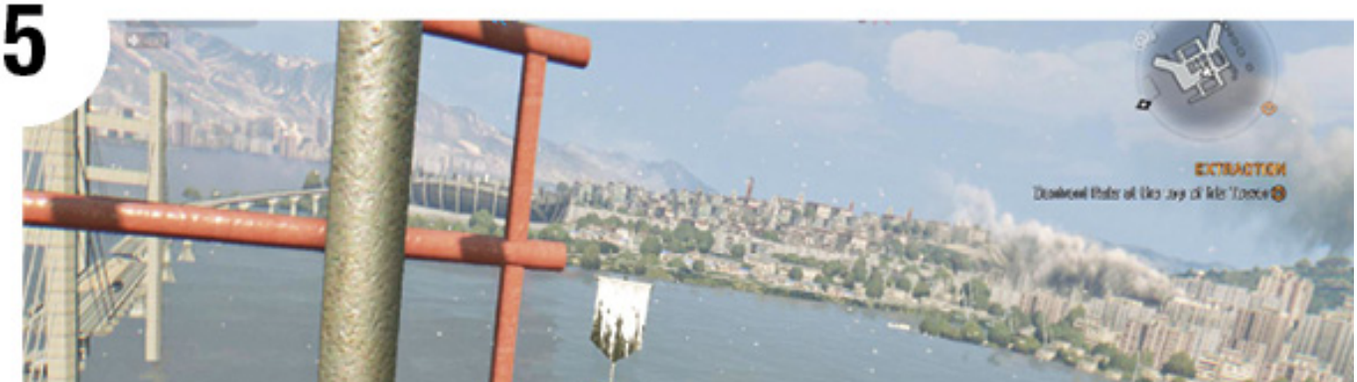

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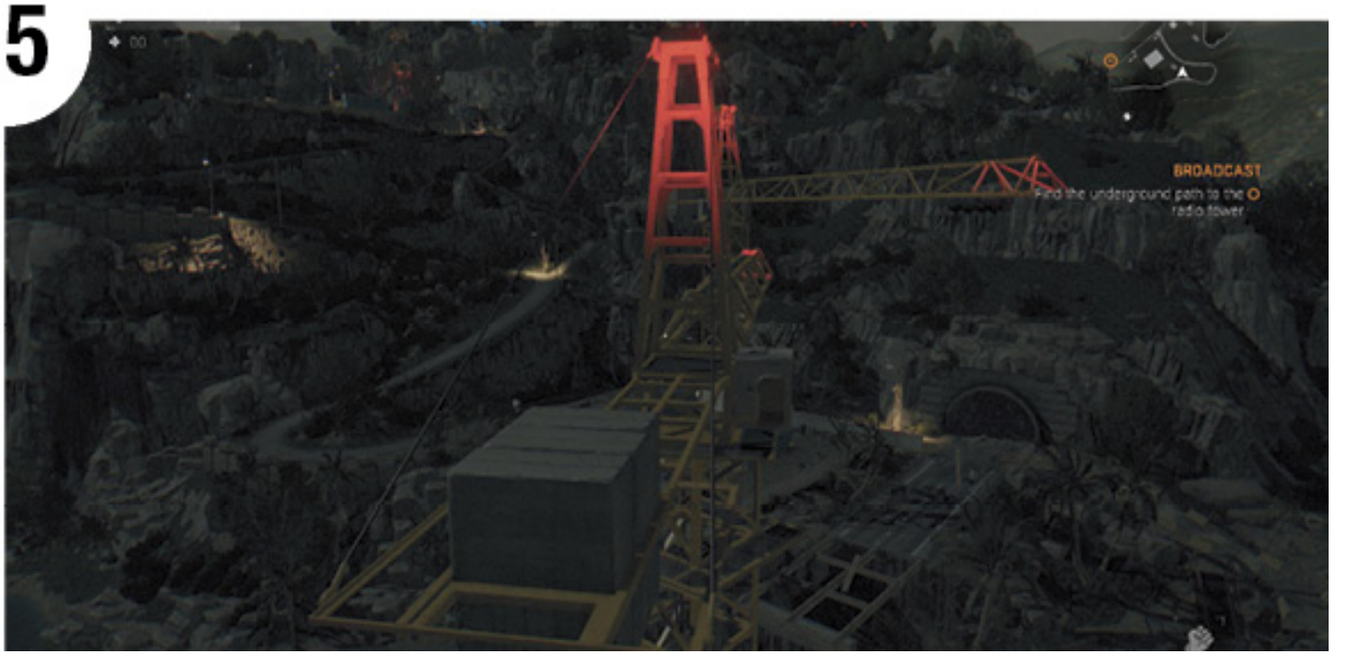

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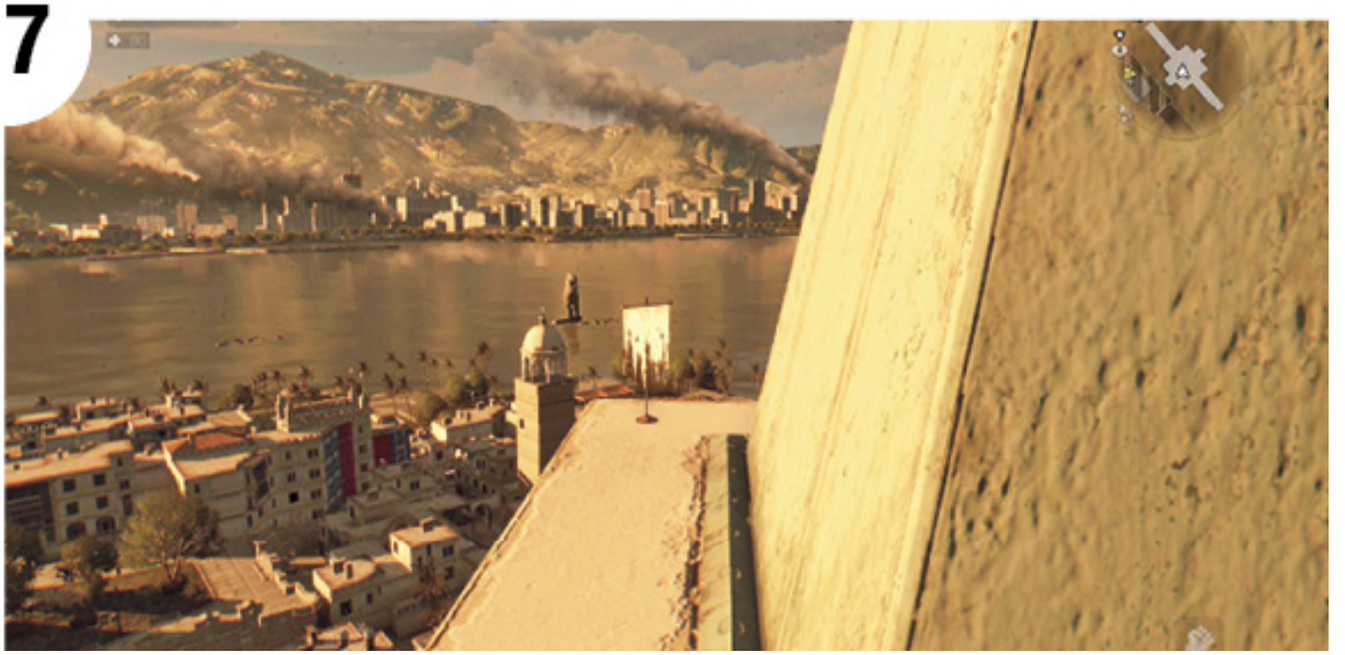

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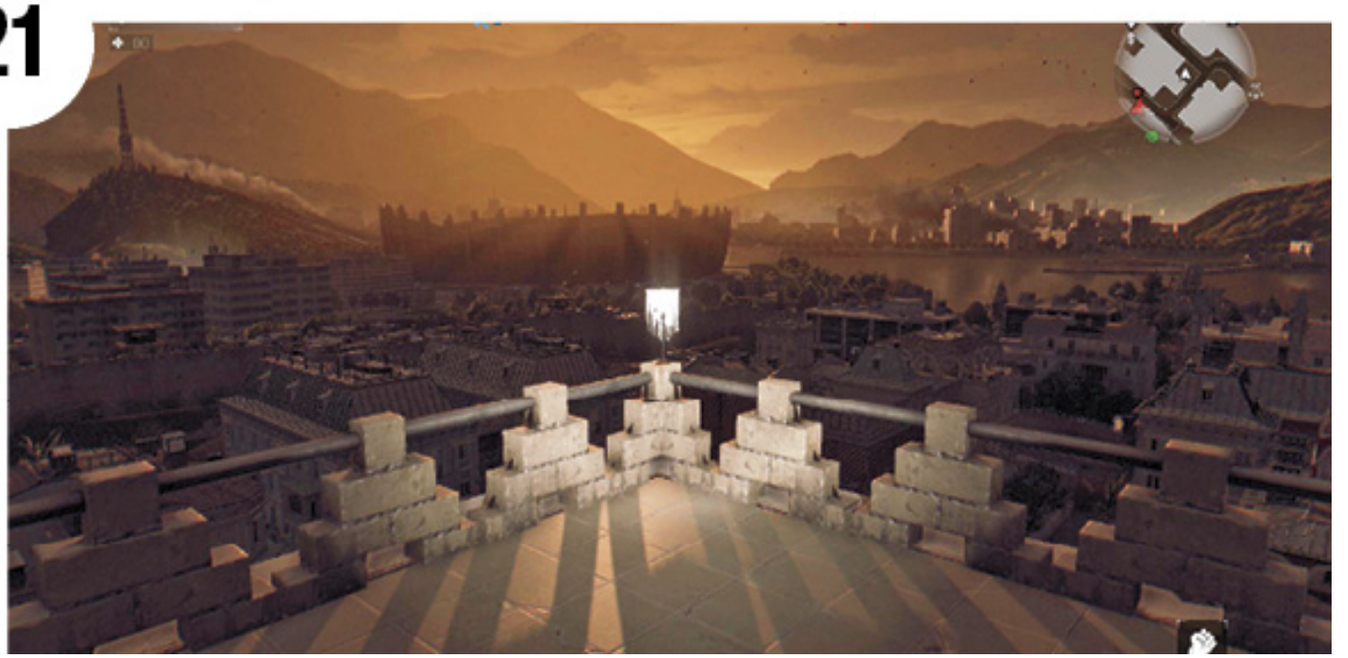

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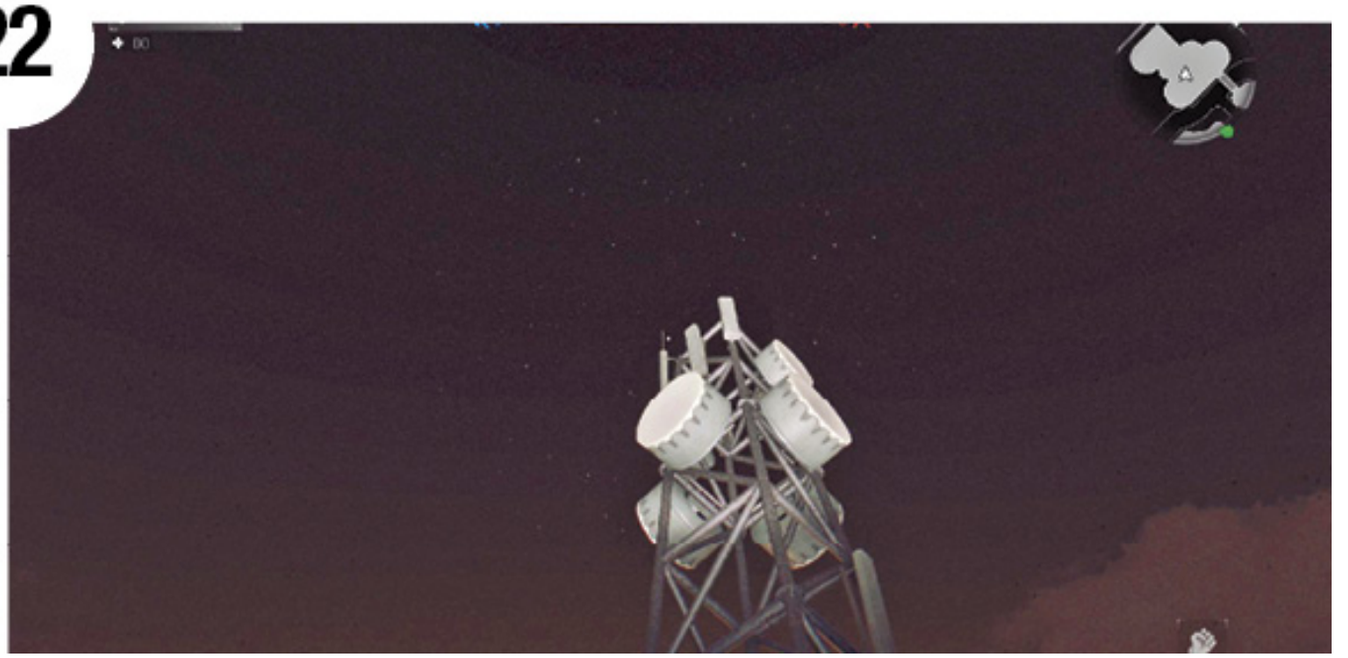

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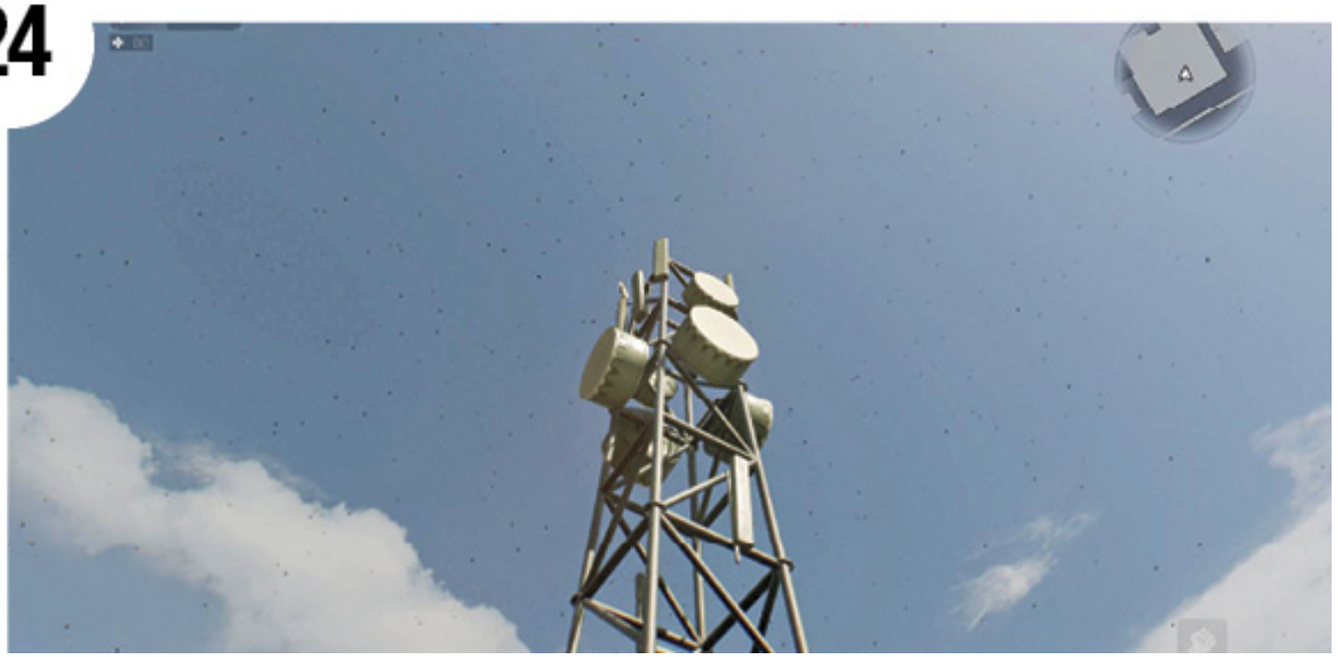

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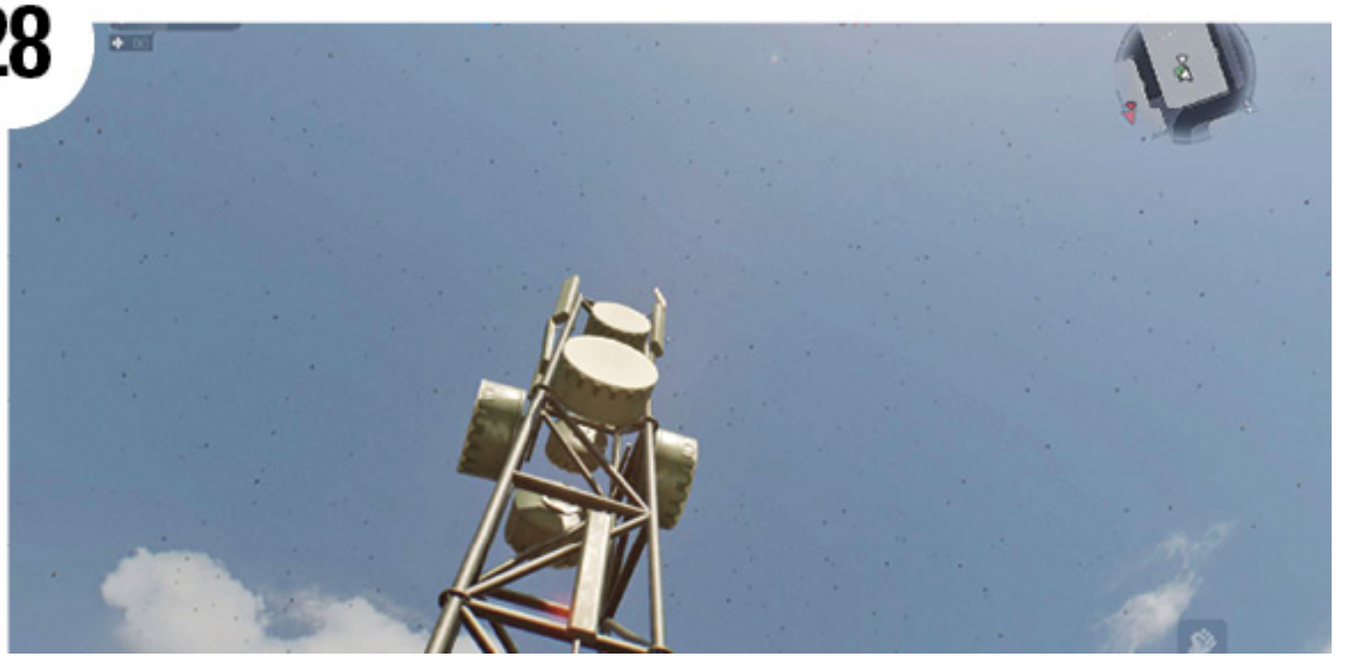

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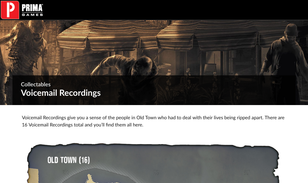
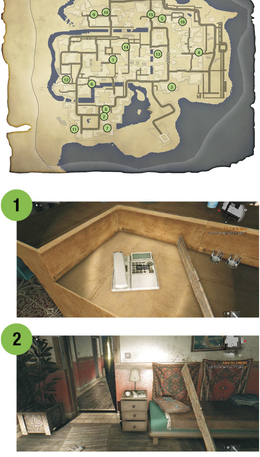


Collectables

Voicemail Recordings

Voicemail Recordings give you a sense of the people in Old Town who had to deal with their lives being ripped apart. There are 16 Voicemail Recordings total and you'll find them all here.



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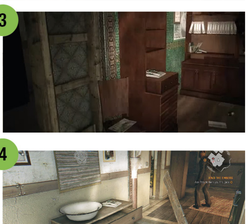

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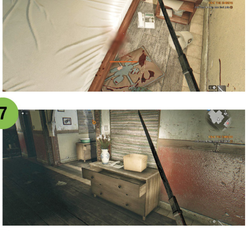

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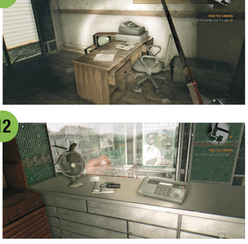

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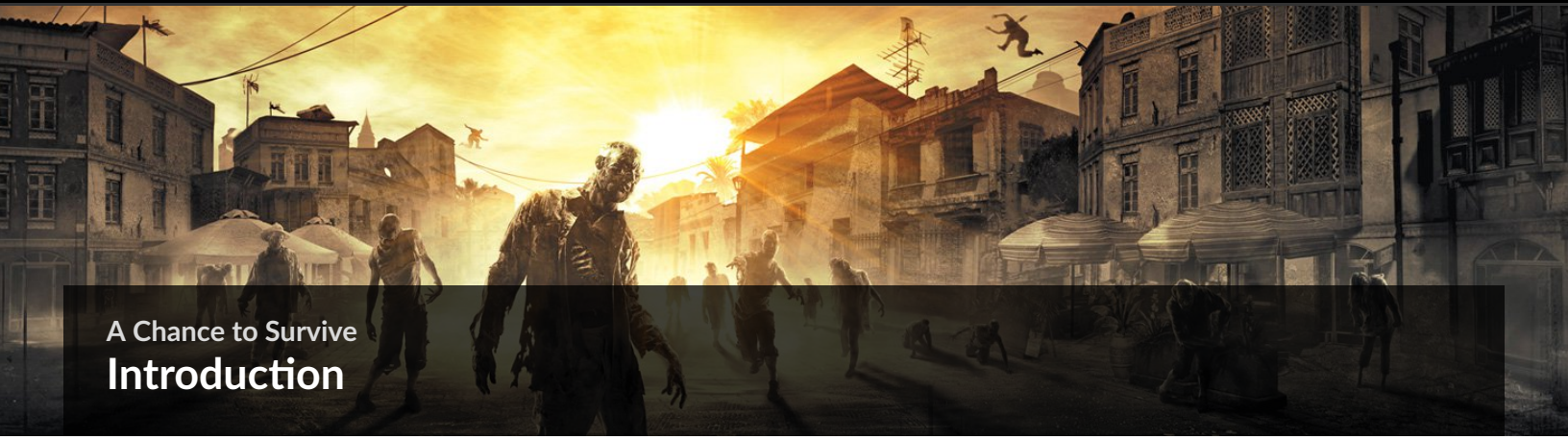

A Chance to Survive

Introduction

Dying Light is a game about survival against horrific odds and deadly situations. You must pit yourself against an entire lost city of Infected. The only survivors are people who need your help to make it through each day. They're short on everything they need, including time.

Things get even worse when the light dies and darkness comes. That's when the city's greatest horrors wake up and stalk the shadows. You must master crafting, traps, free running, combat, and scavenging if you want to make it through this with your humanity intact.

This is your survival guide to the world of Dying Light. We'll help you find the best weaponry, learn essential battle tactics, and tell you where to search for rare collectables and savage weaponry. Our book covers the main story of the game, its many side quests, and a host of peripheral features (including a skill guide, detailed maps, blueprints for weapons, and more). We'll even help you get all Achievements/Trophies, and see everything that the game has to offer.

You'll need all this when night falls. Good night… and good luck.

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